



COMBAT

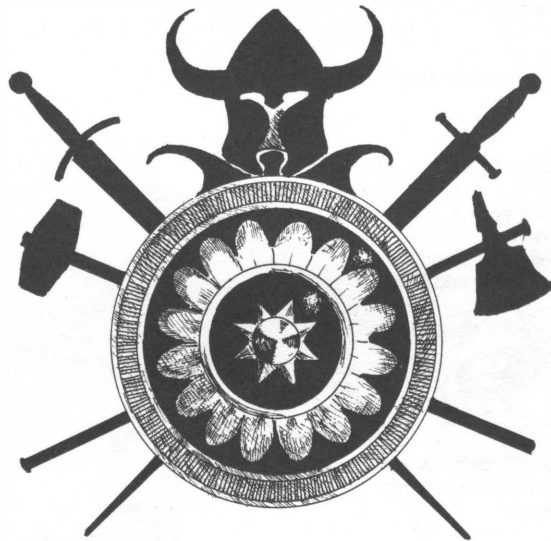
Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

WARHAMMER

Book 1.



COMBAT

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A GAMES WORKSHOP PRODUCT

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All of whom would like to extend their thanks to all of the Warhammer players who have helped playtest this new edition, and who have contributed their valued comments and many excellent ideas.

BASIC RULES



FANTASY BATTLE GAMES

For many years now wargamers have re-enacted the famous battles of history using detailed model troops accurately and carefully painted to represent the warriors of ancient Greece and Rome, the combatants of medieval times, the flamboyant armies of the 18th and 19th centuries and the forces of WW2.

Fantasy gaming is a relative newcomer amongst the venerable ranks of model warfare. The stories of authors including J.R.R. Tolkien, Micheal Moorcock, Robert E. Howard and others have done much to bring the genre to the public attention. Not unnaturally many 'historical' wargamers became interested in the wholly different possibilities of a fantasy based wargame, and began to fight out games using historical troops, but in unhistorical settings. Hyboria, the world of Robert E. Howard's Conan, is one medieval style environment that provided an ideal wargames background, with a map, plenty of massed battles, mighty heroes, dark sorcerors and fearsome monsters. Most popular of all, and the inspiration for a whole generation of games, were the works of J.R.R. Tolkien, especially The Lord of the Rings trilogy.

Today the amazing popularity of fantasy based games means that battlegamers and modellers have never had such a choice of models, games and game-play aids. Few people now consciously re-enact famous works of fiction, relying instead on individual imagination, and modelling skill. A visit to any one of the dozens of game conventions held throughout the country will reveal the degree of dedication and high artistry that goes into the making of a miniature fantasy battle. Conflict and mayhem are created on the tabletop before the eyes of fascinated spectators, lumbering monsters prowl dark woods, evil goblins stalk haunted caverns, whilst heroic warriors and the forces of men fight on with swords, axes, spears and the weapons of ancient or medieval times.

Warhammer was originally published in 1983 by Citadel Miniatures. It was the first game to specifically cater for the gamer who wished to enact large battles with tens or hundreds of models rather than just one or two heroes and monsters. At once the game surpassed the initial expectations of authors and publishers alike, and went into several reprints within the space of a year.

To accompany Warhammer an additional set of rules called **Forces of Fantasy** was released in 1984, whilst further articles and scenarios continued to appear in **White Dwarf** magazine and the **Citadel Compendium**.

This new edition of Warhammer Fantasy Battle Rules combines the original Warhammer and some elements from the Forces of Fantasy set, and has been extensively revised and updated following advice and suggestions from players. Owners of the original Warhammer game will notice many changes and improvements throughout the rules, including more clarification on some points and important changes in overall presentation.

The authors of Warhammer have also produced a companion set, **Warhammer Fantasy Role-Play**, which deals with individual adventure, single combat, and small scale games. Further supplements being prepared for publication include **Rogue Trader** - futuristic warfare and **Lustria** - a whole continent of adventure.

WARHAMMER THE FANTASY BATTLE RULES

Warhammer comprises of 3 volumes, **Combat**, **Magic** and the **Battle Bestiary**.

The Combat volume contains rules divided into three sections, **Basic**, **Advanced** and **Expert**. The Basic set provides the gamer with all the essential rules and information needed to enact a Warhammer Game. The Advanced section provides experienced players with a selection of alternative rules, which can be used to expand the game. The Expert section comprises of further rules and suggestions which very experienced players might like to try out, or use as ideas for their own rule innovations.

The Magic volume introduces wizards and magic into Warhammer. Full rules are included to enable players to use magic on the battlefield, including a large selection of spells and magical artifacts.

The Battle Bestiary is the handbook of the many wierd creatures to be found in the Warhammer game. Copiously illustrated and full of vital information, the Battle Bestiary gives statistics and special rules for all sorts of creatures and monsters.

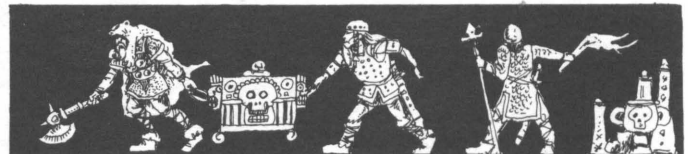
The Warhammer Fantasy Battle Rules may be used to play out any sort of game, from a small ambush to a huge and terrifying fantasy battle. We have tried to keep the mechanisms as straightforward and fluid as possible, leaving enough room to enable the experienced gamer to invent or innovate.

SCALES

Warhammer has been designed around a scale of 1 tabletop inch = 2 metres of real distance, distances are normally expressed in inches within the rules. There is no reason why you shouldn't adapt this scale to suit the size of your playing area should you wish to do so.

Each model generally represents a single man, monster, war-engine, chariot, building or whatever. In a swarm of small creatures or insects each model represents 100 creatures, or 10,000 insects.

Missile ranges and effectiveness have been calculated from the basis of an individual shooting a single shot at a single target. Most historical wargames rules calculate from a basis of massed ranks firing many times at massed targets. Because of this Warhammer ranges and effectiveness are relatively low, but we believe this is both more accurate and results in a better game.





GAME EQUIPMENT

Apart from the Warhammer rules and a selection of models and scenery, you will need dice, rulers, scrap paper and pencils. Normal dice, or D6's, are used during combat, and it is a good idea to have at least a dozen of these. A cup will make a useful shaker.

PLAYERS

Games are usually fought between two opposing sides, each side is represented by one or more players. For larger games it is convenient to have more than one player on each side, as this makes dice throwing and troop movement quicker and easier. The co-commanders can agree to divide their forces between them as they wish.

GAMES MASTER

If you are to fight a fantasy battle you will need an extra person called the Games Master, usually referred to simple as the GM. He will act as an umpire or referee, and it is his task to enforce the rules of the game; interpreting them where necessary. The GM should make sure the players have enough dice, pencils, paper and any other items needed during the game.

It is possible to fight a battle without a GM, so long as the players are willing to co-operate a little, adopt a reasonable attitude and are honest in their record keeping.

DICE

The Warhammer Games System uses a number of different and attractively shaped dice, as well as the normal six sided dice with which we are all familiar. Players will find it useful to have at least one example of the 4 sided, 8 sided, 10 sided, 12 sided, and 20 sided dice. You will need a number of 6 sided dice, preferably about a dozen.

NOTATION

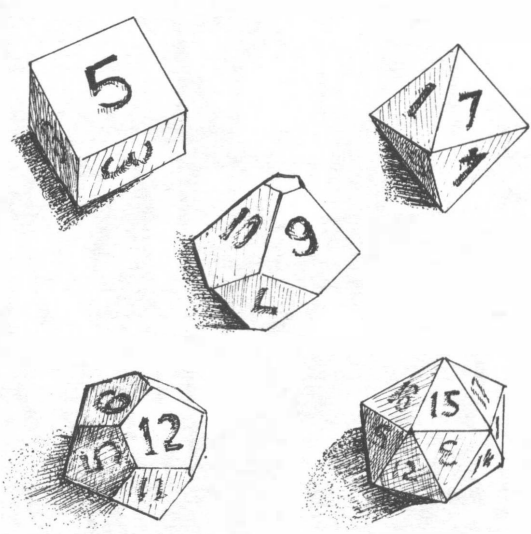
The standard notation is to write 'D' for dice, followed by the number of sides. So a D4 is a 4 sided dice, a D6 is a 6 sided dice and so on.

Sometimes you will need to roll more than one dice of a kind. This is indicated by a number preceding the D. For instance, 2D8 means you throw two D8s and add the scores together. You can throw one D8 twice if you are short of dice. The following examples illustrate the method.

	Dice rolled	Score	Procedure	Result
3D4	3 D4s	1, 3, 2	Add the scores	6
2D6	2 D6s	2, 5	Add the scores	7

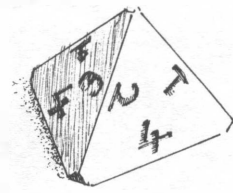
Sometimes you will need to add or subtract, or **modify**, the dice score. For example D6+1, this means throw a D6 and add 1 to the result. 3D4+2 means throw 3 D4s, add the scores and then add 2 to the combined result.

Everybody knows how to throw a D6 - the score is the number facing upwards when the dice has been rolled. The D8, D10, D12 and D20 are read in exactly the same way.

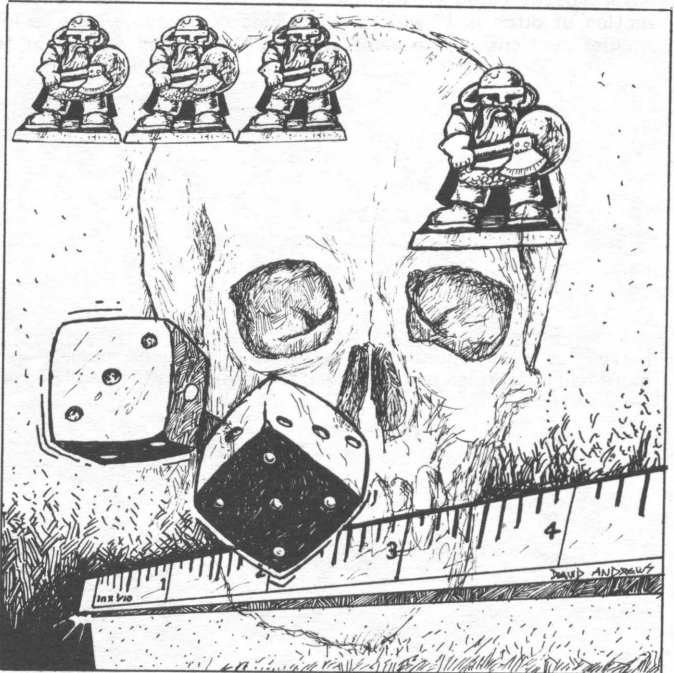


Scores are 5, 7, 9, 12 and 15.

The D4 is pyramid shaped, and so has no upper surface. The score is the number on the base edge of the pyramid.



Score is 4



THE FIELD OF BATTLE

Before starting a Warhammer game you will need to set up the field of battle. You will require a fairly large table or area of floor to fight on, 6' by 4' is the ideal size for a modest game. Many gamers improvise quite satisfactorily using the dining room table. Having cleared an area, the GM or players may then place the model scenery; including woods, hills, rivers and buildings.

SCENERY

If you have already seen the elaborate and detailed set-ups of other gamers, you will have a good idea of what to aim for. If not, then the photos and drawings in this book should give you a good idea of the various effects that can be achieved.

Scenery usually comprises of the following items or types, although you are free to invent your own wierd fantasy scenery should you wish. There is no limit to what you can do to provide an interesting and demanding setting for a game. The following scenery types have been given standard sizes, which are used to determine the amount of scenery on the table.

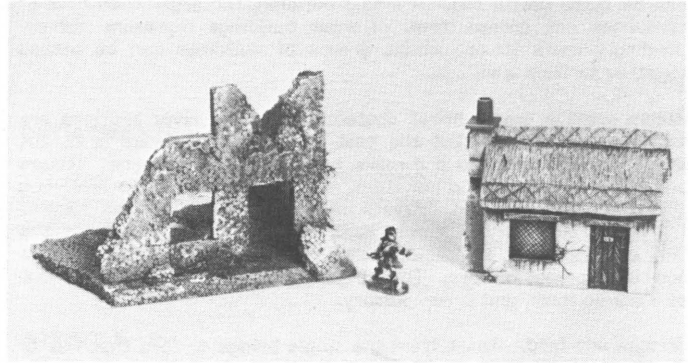
Hills are one of the most useful scenic items, troops stood on hills receive a combat advantage and can see over the heads of troops in front. Hills can be made from polystyrene ceiling tiles cut to shape, or even books piled on top of each other to get the right effect. Hills have to be made in steps so that models will stand on them. A single hill as an item of scenery should measure approximately 6" x 6", but two or more hills can be placed side by side to produce a long ridge.

Ditches, like walls, provide 'hard cover' for troops occupying them. It is assumed ditches are shallow enough to allow missiles to be fired normally from them. Troops attacking a ditch have the advantage of being on a higher level than their opponents. A section of ditch is 1" wide and 12" long and may be split up into smaller sections in the same way as hedges and walls. On the wargames table ditches are hard to represent, and perhaps the best method is to cut strips of card 2" wide and as long as your section. Then use plasticene to build up a slope on the front and rear of the ditch, leaving a 1" gap down the centre which forms the ditch itself.

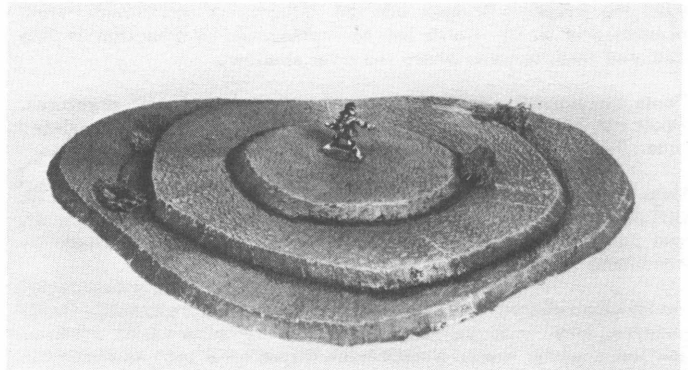
Hedges provide 'soft' cover for troops behind them. Hedges can be bought from your local model shop, or home made using sponge cut into sections. A hedge is assumed to be 1" wide and 12" long, although the hedge can be split into up to 3 sections of 4" as required. Smaller sections wouldn't provide any real cover or barrier, as troops could too easily avoid or go round them. Two or more hedge sections can be placed together to make long hedges or field systems.

Walls are exactly like hedges but provide 'hard' cover. You can buy plastic walls from model shops, or make your own from card.

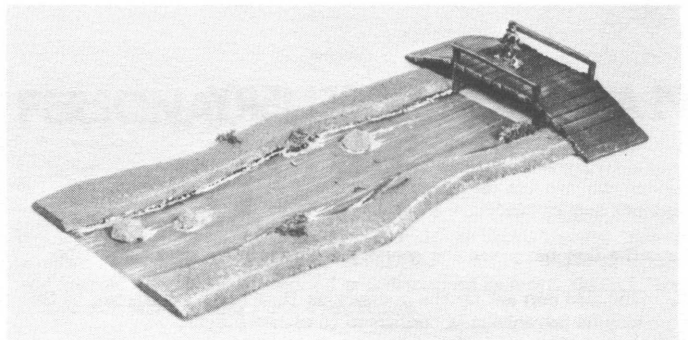
Woods are useful for blocking off areas, as they are difficult to move or fire through. Model trees can be bought from your hobby store either as plastic or metal kits. Alternatively you can make your own using pine-cones, or pipe cleaners and sponge. A wood as a scenic item should occupy an area of approximately 6" x 6", but two or more woods can be placed together to produce a larger wood or forest.



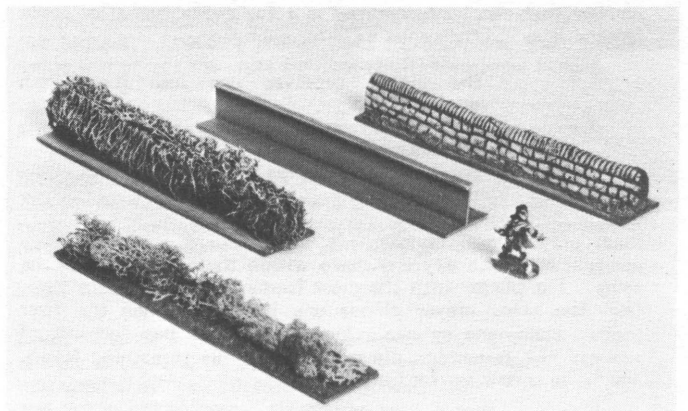
RUINS AND A SMALL COTTAGE.



A LOW HILL MADE FROM POLYSTYRENE TILES.



A RIVER SECTION WITH BRIDGE.



VARIOUS TYPES OF HEDGES AND FENCES.

Debris and Ruins are small areas of broken ground, perhaps an old decayed building or spoil tip. A scenic area is assumed to cover approximately 6" x 6", although, as with woods and hills, two or more can be ajointed to give you a larger feature. The easiest way to represent debris on the wargames table is to scatter a few pieces of cork around the desired area. More ambitious modellers can build their own 'ruins' from card or plasti-card.

Buildings form vital strong points with commanding arcs of fire over the battlefield. They can be bought from model shops or home made from plasti-card. Many of the 'toy' construction kits can be quite useful too. A single building, no larger than 6" x 6" comprises one scenic item. Larger buildings represent correspondingly more items, whilst groups of buildings can be placed together to form a village.

Rivers provide useful linear obstacles. Model river sections are available from shops, but the best way to make rivers is to cut strips of card to shape and make banks out of plasticene. Rivers are 3" wide and 12" long per item, and to create a longer river you will need more sections. Rivers must begin and end at an edge of the board, they cannot simply stop. Once a river is in place the GM, or if he is not available, the player who placed the river, must position a bridge or ford. This single bridge or ford does not count as a scenic item, and is compulsory.

Bridges and ford. Apart from the single bridge or ford that has to be placed on a river, a player may select a number of further bridges or fords as scenic items, and position them anywhere he likes across the river. Bridges and fords are always 4" wide and span the river. Bridges can be bought, or homemade from plasticard or wood. Fords can be represented by a section of pale coloured card, to show where the river shallows.

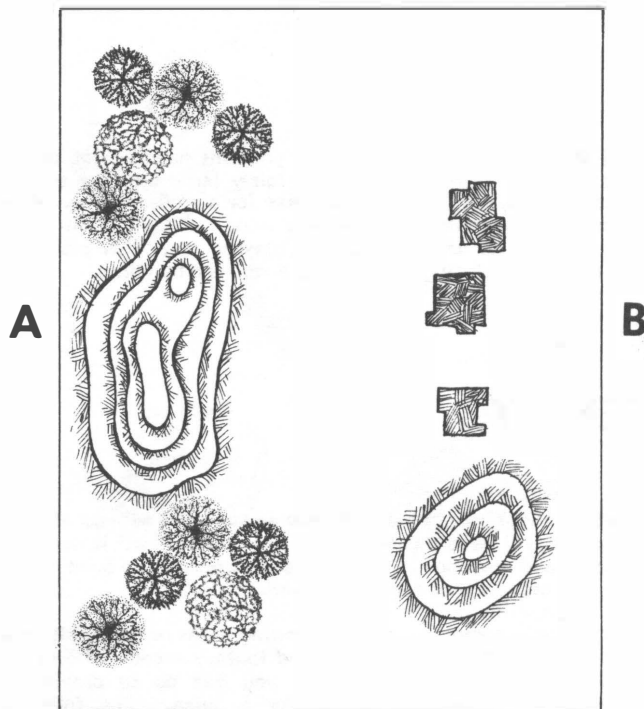
Pools can provide obstacles, or even refuge for aquatic creatures. Pools can be made from card, approximately 6" x 6", and painted blue. Two or more pools can be combined to produce larger lakes.

Bogs are similar to pools, but can be crossed with a little difficulty. They can be made from card, approximately 6" x 6", and painted dark green. Mires and large bogs can be made by combining smaller ones.

Burial Grounds are useful to some evil undead creatures. Grave yards or Urn fields can be represented by an area of card, or scattered scenic material approximately 6" x 6". A few suitable tombstone models will add to the effect. Obviously larger areas can be produced by placing two or more basic areas together.

he wishes, reposition or remove one item of scenery from one or both sides.

4. If the players have no GM then one player can set up the scenery, and the other may choose which table edge he wishes to start from. The player who set up the scenery then starts from the opposite edge.



A plan of a table set up using method 3 above. Player A has decided to protect his flanks with woods, whilst giving himself a hill from which to fight. Player B has elected to cover his front with a village, whilst leaving himself plenty of room for a sweep up the right flank.

PLACING THE SCENERY

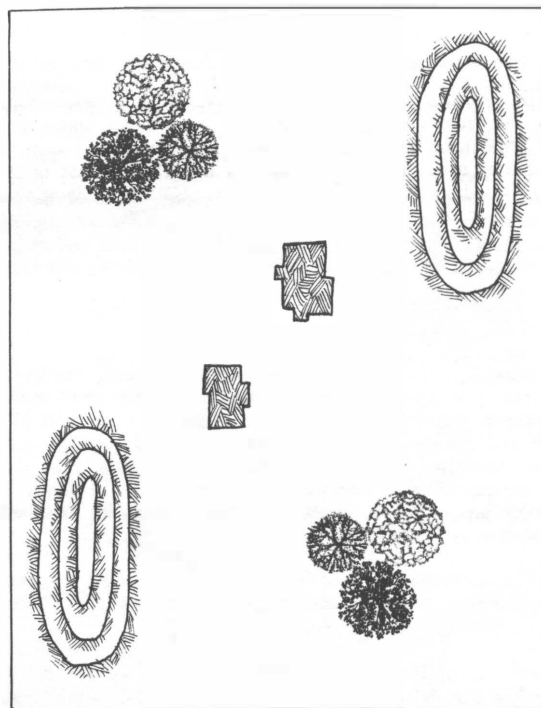
Scenery can be placed in a number of ways.

1. The GM can place the scenery entirely at his own discretion.
2. The GM can set up the scenery so that it is symmetrical, in this way no advantage is conferred to either player.
3. The players can arrange to choose scenery using the following rules. Each player secretly nominates how many items of scenery he wants on his half of the table. The maximum number that can be nominated is 1 for every full 1' of table length. The GM then rolls a D6 for each side.

1,2	The player receives one less item than nominated
3,4	The player receives the number of items nominated
5,6	The player receives one more item than nominated

Each player then chooses his own scenery. Players may position their scenery anywhere within their own half of the table. The player with the most items places **one** item first, then the other player places one item, and then the first player again, and so on. Once one player has run out of scenery the remaining player positions his remaining items. The table is now set for battle!

Using this method the players have a lot of say over the terrain they are fighting over. To offset this the GM may, if



A plan of a table set up with scenery. The GM has arranged the table symetrically.

CHARACTERISTICS

INTRODUCTION

In the Warhammer game every creature type has **characteristics** particular to its race. Each characteristic represents one aspect of the creature, and is given a value of from one upwards. The characteristics are described below, but don't worry about remembering them all right now.

FIGHTING CHARACTERISTICS

MOVEMENT ALLOWANCE - M

A creature's **Movement Allowance**, or just Move, determines how fast it may move around the tabletop in inches. So a creature with a Movement Allowance of 4 moves 4", a creature with a Movement Allowance of 6 moves 6". This distance will sometimes be reduced to take into account difficult terrain, obstacles and so on.

WEAPON SKILL - Ws

The **Weapon Skill**, illustrates the creature's ability to handle weapons, or to land a telling blow by biting or clawing. The lowest Weapon Skill, is 1 and the highest is 10. The higher the Ws the easier it is to strike a blow in combat, and the harder it is for your opponent to strike back.

BOW SKILL - Bs

Bow Skill, dictates a creature's ability to use missile weapons, such as bows and arrows, slings or even thrown stones. Some creatures can spit poison, or acid, and their Bow Skill, or Bs, determines how accurate they are. The lowest Bs is 1 and the highest is 10. The higher the Bs the easier it is to score a hit with your weapon.

STRENGTH - S

A creature's **Strength**, shows how much damage it can cause. A creature with high Strength can cause a lot of damage, a creature with low strength very little. The lowest Strength is 1 and the highest 10.

TOUGHNESS - T

Toughness, determines a creature's natural resistance to damage. It is very hard to damage or wound a creature with high Toughness, and relatively easy to hurt a creature with low Toughness. Lowest value is 1 and the highest 10.

WOUNDS - W

Some creatures can take more damage than others, either because they have more stamina or because they have little regard for, or feeling of, pain. This is represented by the number of **Wounds** a creature can take before he, she or it is slain. The fewest wounds a creature can take, and the normal for most creatures, is 1. Theoretically there is no upper limit.

INITIATIVE - I

Initiative, determines a creature's speed of thought and action. A creature with a low Initiative will be slow and dull, a creature with a high Initiative will be fast. In combat creatures with high Initiatives will be able to strike before their enemies. The lowest Initiative is 1, the highest 10.

ATTACKS - A

The number of **Attacks**, a creature can deliver at once will make it more or less deadly in combat. Most creatures have only 1 Attack, but other creatures bite, claw and lash with their tails all at once, giving them multiple Attacks.

O LEVEL CHARACTERISTICS

Sometimes a creature has been given a characteristic score of '0'. This indicates that the creature or individual concerned has no ability in that field what-so-ever. This is most commonly applied to Bow Skill. So, for example, a creature with a Bs of 0 may not use any missile weapons at all, even improvised weapons such as thrown rocks.

PERSONAL CHARACTERISTICS

Personal characteristics are not vital to the Warhammer Battle Rules, although they are used to establish some saving throws against various types of attack and states of mind - such as magic and terror. They are developed and discussed in more detail in the companion **Warhammer Role-Play Rules**.

LEADERSHIP - Ld

A creature's **Leadership**, indicates its ability to command others, to inspire confidence and loyalty. Values go from 1, the lowest, to 10, the highest. Units of troops have Leaders, and their Leadership value will effect the units fighting abilities to some extent.

INTELLIGENCE - Int

Intelligence, determines a creature's ability to think and react. The lowest Intelligence is 1, and the highest 10. Creatures with a really low Intelligence suffer certain penalties and may have actual difficulty remembering whose side they are on.

COOL - Cl

Cool, reflects a creature's temperament and ability to stay calm and under control. Values go from 1 to 10. Creatures with a very low Cool may lose control of their actions, and do unpredictable and hysterical things. Creatures with a high Cool are just the opposite, they can be unaffected by sights and experiences that would reduce more frail characters to jelly.

WILL POWER - WP

Will Power, is a measure of mental and magical resistance, a creature with a high Will power can often avoid or escape the effects of magic. On the other hand creatures with a low Will Power can find themselves effected more than normal. Values go from 1 to 10.

For example the Creature Profile for a Man is:-

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

CHARACTERISTIC PROFILE

A creature or character's characteristics can be given all at once in what we call a **Creature or Character Profile**.

This is the Creature Profile for a standard Human. There are comparable Profiles for every creature, including Orcs, Elves, Dragons and so on. Creature Profiles only give the **average** values typical of that species, and this is the value we apply to creatures fighting in units. Obviously we accept that some members of a unit might be stronger or faster or tougher than others, but these things are assumed to average out.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

Models representing Wizards, Heroes, Unit Leaders and other individuals can be given special Character Profiles, which reflect their individual weaknesses and strengths. See **Advanced Rules** p x. For now it is important only to bear in mind that Character Profiles can, and do, differ to some extent from the basic Creature Profile.



MUSTERING YOUR TROOPS

MODELS FOR WARHAMMER GAMES

Metal fantasy models suitable for playing Warhammer can be bought in most major model and hobby shops throughout the country. Wherever you live you probably have at least one stockist near you. Citadel Miniatures manufacture the largest and fastest growing selection of fantasy models in the world, so, whatever your choice of army or creature, you will easily be able to assemble your own unique Warhammer force.

ORGANISING YOUR TROOPS

Troops are organised into fighting units called **Regiments**. A typical regiment is of between 5 and 30 models, although players are welcome to form regiments of any size they wish.

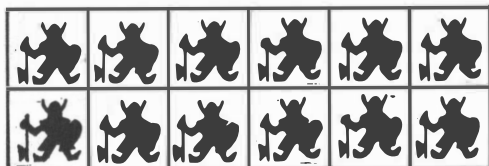
Models comprising a regiment should have the same **Fighting Characteristics** throughout, the same Movement Allowance, the same, Weapon Skill, Strength and so on. Sometimes this is not possible, in which case a separate record will have to be kept of the characteristics of individual models.

Normally a regiment will have the same weaponry and armour throughout, although it is not strictly necessary to have identical models. For example, a unit of Goblins could have some in plate armour, some in mail and some with no armour at all - but on the battlefield they could all count as having mail. Similarly they could have assorted weapons, some with spears, other with swords or clubs - but on the battlefield they could all count as having swords. This is perfectly acceptable and makes each regiment look more threatening and interesting. Regiments of assorted models should be pointed out to your opponent, and their actual weaponry and armour made clear before the game.

All regiments start the game led by an officer called the **Leader**, who is represented by a special model. In the basic game the leader has identical Fighting Characteristics to the rest of the regiment.

Members of a unit must remain within base to base contact with at least one other member of the unit at all times.

For example.



It is not necessary to have individual heroes or large monsters organised into units. They may be formed into units if you wish, or can be moved independently. Individuals can attach themselves to fighting units to enhance their power where opportunity permits.

BASES

Obviously, moving a large number of models around a battlefield poses a few problems. It is all too easy to knock over, lose or damage models in the heat of battle. Moving a lot of models can also take a long time.

To improve the stability of models and generally make them easier and safer to handle, it is a good idea to put them on bases. These can be made from thick card, or plasti-card. Glue each model onto a base 20mm x 20mm for infantry and 25mm x 40mm for cavalry. This represents the minimum space the model needs in which to fight and move.

It is convenient to mount some models on multiple bases, for example 3 infantry can be glued side by side on a base 60mm x 20mm. This makes them easier to move.

Large models and equipment can be based on any convenient sized area, so long as the model has sufficient space in which to fight and looks right.

Large models and equipment can be based on any convenient sized area, so long as the model has sufficient space in which to fight and looks right. Large humanoids, such as Orcs, will have to be mounted on 25mm x 25mm bases. Base sizes are given in the **Battle Bestiary**.

MOVEMENT TRAYS

A movement tray will enable you to move a whole unit of troops in just a few seconds, and is an invaluable playing aid, especially at the start of a battle. The tray is made from very thick card, plasticard or hardboard, and is of a size and shape so that an entire unit will fit onto it. During your turn, rather than move each model individually, the tray can be moved instead. As soon as the unit wishes to change formation the tray can be abandoned, and the models moved as normal.

ROUND BASES

Some people like to use round bases made from coins or washers. With these a movement tray is essential to enable models to be moved reasonably quickly. The big disadvantage of round bases is that they make it difficult to see exactly who is fighting who, which models can fight and which cannot. Assume models on round bases have a standard frontage of 20mm for infantry and 25mm for cavalry as normal. Changing formation can also get confusing with the round base, but on the whole, gamers who prefer them usually muddle through combats and movement without much difficulty.



THE TURN SEQUENCE



Games are fought between two opposing **sides**.

Each side is represented by one or more players. In large games especially it is useful to have the extra players to move troops and throw dice.

Both sides take a turn in strict rotation. Flip a coin to see which side has the first turn. The side to go first (side A) takes a turn, then the second side (side B), then the first again (A) and so on.

During your turn you may move your troops and fire any missile weapons. **Both** sides may then fight hand-to-hand combat with enemy troops as explained in the combat rules.

Each turn sequence should follow the order laid out below.

1. Movement

If it is your turn you may move your troops. If it is not your turn your troops must remain stationary.

2. Shooting

If it is your turn you may shoot with any weapons as appropriate.

3. Hand-to-hand Combat

Both sides may fight with any troops engaged in hand-to-hand combat.

4. Reserves

If it is your turn you may move uncommitted troops. This extra move represents the bringing up of reserves.

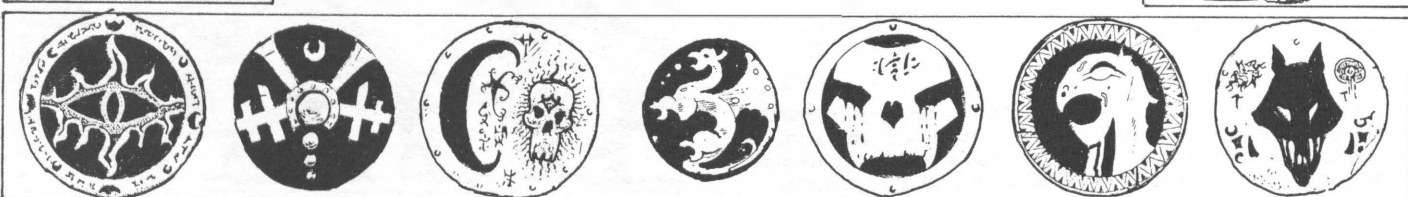
5. Magic

If it is your turn you may attempt any magical operation, including casting spells.

6. Rallying

If it is your turn you may attempt to rally any of your routing troops.

In small skirmishes, brawls and other more detailed role-play games all of the players are on the same side. The Gamesmaster, and any pieces he controls, are on the other side. See **Warhammer Role-Play** for a fuller explanation, and more detailed rules.



MOVEMENT

INTRODUCTION

This section deals with the movement of units and individual characters or monsters on the tabletop. We have tried to provide rules for all of the different types of terrain and different unit formations. However, it is inevitable that sooner or later a situation will occur which is not properly covered. In such a case it is up to the GM to invent his own rules, or apply an unbiased judgement within the spirit of the existing rules.

MOVEMENT

During your side's turn you may move your own models during the **Movement** part of the turn sequence. Some models suffer from restrictions, such as crossbowmen who cannot move and fire, but we shall ignore such exceptions for the moment.

THE MOVEMENT ALLOWANCE

Some creatures are faster than others, whilst some are slow and cumbersome. In the **Battle Bestiary** we give the movement allowance for each type of creature. During movement each character, monster or unit may move up to its full movement allowance, subject to the special rules given for armour, terrain and obstacles. Models may be moved less than their allowance, or not at all, so long as they are not subject to any sort of compulsory movement rule (such as **Roots** - see page 27).

The movement allowance for most of the common, two-legged, average sized creatures is 4 inches. Should you wish to invent your own new monsters or creatures you can easily determine the movement allowance by comparison with a similar creature.

ARMOUR AND ENCUMBERANCE

The weight of armour, weapons and other equipment can seriously slow down your troops. In the Warhammer Battle Rules this is not dealt with in too much detail - trying to work out the weight of small change, clothing, personal belongings and every tiny item of equipment on every single model would take far too long. If players are interested in such things we refer them to our **Warhammer Role-Play** game, which provides super-detailed rules for weight and encumbrance.

We shall, however, take into account the effect of the weight of armour and shield. The chart that follows gives the deduction from the basic movement allowance for wearing armour and carrying a shield. It is based upon the **Armour Saving Throw**, which is explained on page xx. The better the Saving Throw the more armour the model will be wearing.

ARMOUR

Armour Saving Throw	Penalty
6	None
5	$\frac{1}{2}$ "
4	1"

The basic movement allowance, minus any penalties for wearing armour, becomes the actual movement allowance for your troops. From now on, when we speak of the movement allowance, we mean this new, modified distance which takes armour into account.

Example - a man with a shield and metal breastplate has a Saving Throw of 5. This gives him a $\frac{1}{2}$ " penalty on his basic movement allowance of 4", giving him an actual movement allowance of $3\frac{1}{2}$ ".

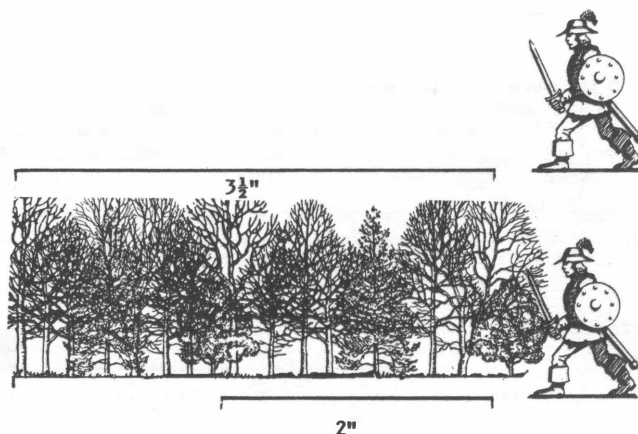
DIFFICULT GROUND

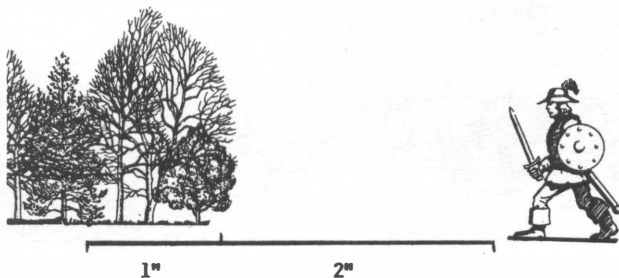
The tabletop battlefield can include any amount of model scenery. The following terrain features count as **Difficult Ground**.

- Woods or dense foliage
- Steep or treacherous slopes
- Fords or shallow streams
- Soft sands or thick dust
- Brush, scrub or clinging vegetation
- Stairs, steps and ladders
- Building debris, wreckage, loose rocks or boulders
- Marsh, bogs, thick mud or sewerage
- Inside cluttered buildings or vehicles

Models crossing difficult ground move at half-pace. Count all distance as double, so every inch crossed counts as two inches. We find that there is little point in working out complicated fractions, so round up to the nearest half inch. The effect is cumulative: on a wooded steep slope models move at quarter-pace, each inch crossed counts as 4 inches.

Example - A man with shield and breastplate has a movement allowance of $3\frac{1}{2}$ ". If moving through a wood he can only travel 2" ($1\frac{1}{2}$ " rounded up to 2). If he moves into a wood 2" away he moves the 2" as normal, and then 1" into the wood (half of the remaining $1\frac{1}{2}$ " = $\frac{3}{4}$ " rounded up to an inch).





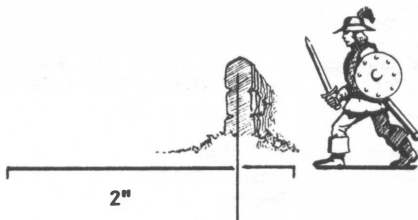
CROSSING OBSTACLES

The following features count as obstacles.

- Hedges, fences and low walls (under 2 metres high)
- Doors and windows
- Ditches and narrow crevasses
- Getting on/off a vehicle or riding animal

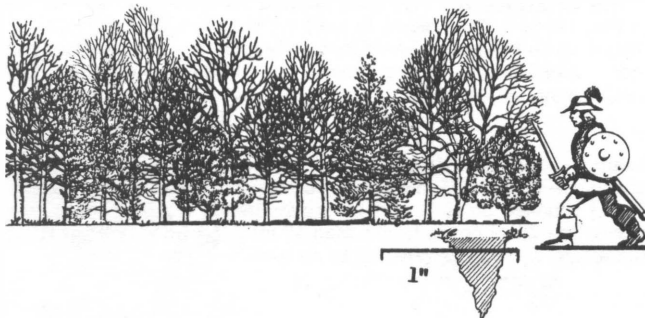
Crossing an obstacle loses the model **half** of its total move distance. It is convenient to round any remaining fractions up to the nearest half inch. Models which do not have sufficient move allowance remaining to cross an obstacle must **halt**, and either cross next turn or use reserve movement to get across if possible (see page 28). They do **not** count as being half-way across.

Example - a man with shield and breastplate has a movement allowance of $3\frac{1}{2}$ ". Crossing a wall will take up $1\frac{1}{2}$ ", leaving $1\frac{1}{2}$ " rounding up to 2".



If the same man encountered a ditch whilst moving through a wood his move distance would be:-

Movement allowance $3\frac{1}{2}$ "
 Half-pace in woods 2"
 Crossing an obstacle minus 1" leaves 1" of movement.



If the same character were moving in the open he would have an allowance of $3\frac{1}{2}$ ". If he moves 2" up to a wall he will have $1\frac{1}{2}$ " left, not enough to get over the wall. He will have to halt and wait until next turn, or reserve move over the wall if possible.



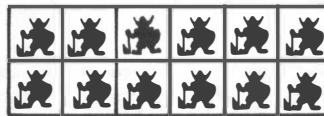
FORMATIONS

To facilitate movement units can be grouped together into a convenient formation as the player wishes. The only provision is that models must remain in base-to-base contact at all times. Should models become separated for some reason beyond the player's control then the unit must reform into base-to-base contact as soon as possible.

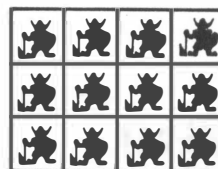
Examples



A unit of 12 troops in line abreast.



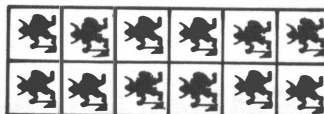
The same unit in two ranks of 6.



The same unit in 3 ranks of 4.

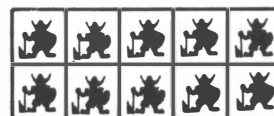


A unit of 12 troops in line ahead.

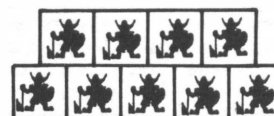


The same unit two files of 6.

Obviously, as a unit sustains casualties, gaps will appear. It is convenient to shuffle models forward, so that all casualties and odd models are contained within the back rank. No movement allowance penalty should be imposed for this, providing that the player is not attempting to exploit the rule to give him an unfair advantage.



A unit of 10 men in two ranks



The same unit having sustained 1 combat casualty

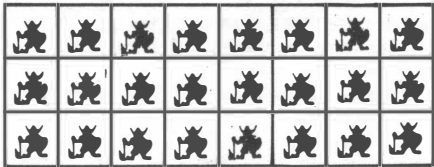
CHANGING FORMATION

Changing formation, other than shuffling to allow for losses, is subject to certain restrictions and penalties.

Troops may change their frontage by up to 4 models during the Movement part of their turn. This may be done whilst moving normally and incurs no penalty. Stationary troops may change their frontage by up to 8 models.

You can change frontage before moving the models, afterwards, or at some point during their move. It doesn't really matter, so long as only one change is made.

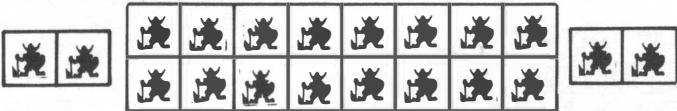
The easiest way to accomplish the manoeuvre is to remove or add models on the front rank from any rear rank. You can add/remove at either or both sides as you wish. Having re-arranged your front rank simply line up the models behind to create your new formation. Any models left over form a rear rank, which is placed centrally as in the illustration below.



Initial formation



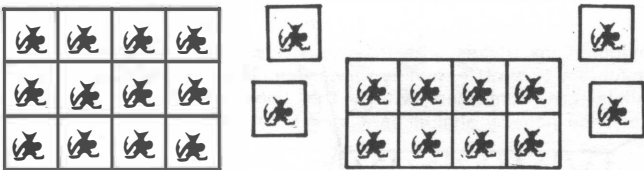
Formation expanding



New formation



Units of troops subject to **Stupidity** (such as Trolls) have difficulty maintaining formation, see Stupidity page 30. Where permitted to move at all, they may change frontage by 2 models: 4 if they remain stationary.



1

2



3

MOVING BACKWARDS

Sometimes a whole unit will want to move backwards, but still remain facing the enemy.

Troops can walk backwards. This is a tricky manoeuvre which must be performed at half-pace, counting each inch crossed as two inches.

Example - A unit of Men is moving backwards, their normal movement allowance is 4" so they move 2". If they were also moving over difficult ground, such as a steep slope, their distance would be halved again, to 1".

INTERPENETRATION

In the basic game one unit of friendly troops may **not** move through another. Where this happens the GM must intervene to prevent it, even if this means the player being forced to remain stationary, or even move backwards against his wishes.

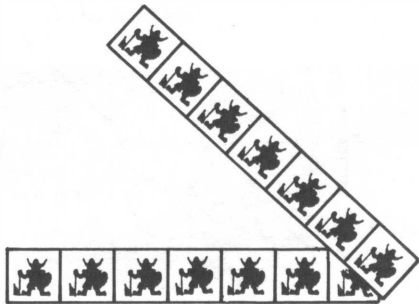
In the **Advanced Game Rules** interpenetration is allowed under certain circumstances (see page 32).

MANOEUVRE

Moving large bodies of troops presents special problems, so we have rules to deal with them. The two main forms of manoeuvre are the **wheel** and the **turn**.

THE WHEEL

The model at one end of the unit remains in position, whilst the others march forward at half-rate, thus changing the direction of facing. The distance moved is considered to be that of the outside model.



THE TURN

In the turn all of the models in a unit remain in the same place, but turn to face in a new direction. A turn is considered to take up half of the models' movement allowance.



The illustration shows a unit turning to the side, and doing a complete about face.

The examples illustrated above represent what should happen in ideal circumstances. Of course, during a wargame things can get distinctly muddled - with units attempting to turn or wheel through bogs or woods, getting in each others way and so on.

The GM must use his discretion when overseeing complicated manoeuvres, sometimes it is better to allow a little 'shuffling' just to keep the positions neat and intelligible. The important thing is to be fair to both sides. If, during a manoeuvre, part of a unit is slowed down by difficult terrain or an obstacle, it is convenient to impose any penalty on the entire unit.

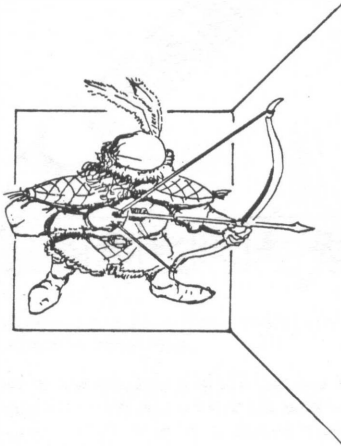
SHOOTING

INTRODUCTION TO SHOOTING

During the Shooting part of your turn you may shoot once with any missile armed troops as appropriate. Models are limited by the maximum range given for their weapons, by their fire arc and possibly by interposing obstacles or scenery.

FIRE ARCS

The direction each model is facing in is the actual direction in which that individual is assumed to be facing. Obviously it is not possible to fire, say, a bow directly behind you. A model on foot may fire at a target within a 90° arc to its front.



The 90° arc band illustrated

Mounted troops may fire all round.



Seige engines have the same fire arc as foot models. Troops riding a wagon, chariot or something similar have the same arc as foot models, but can be facing off to the side, or even directly away from the direction of movement.

OBSTACLES

Firing troops must be able to draw a clear line of sight between themselves and their target. A missile-man cannot fire at a target he could not theoretically see. Interposing hills, woods and buildings will normally block a shot, although it is up to the GM to determine whether firing is possible in specific circumstances.

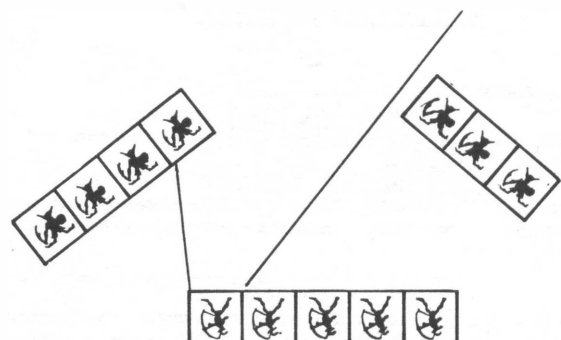
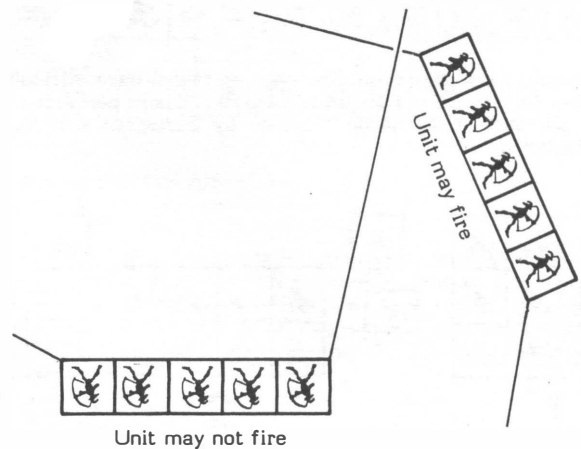
Troops may normally fire only in one rank, models in a second or subsequent rank behind may not fire through their own unit.

Troops on hills may fire over the heads of troops below them, whether they are members of the same unit or not.

Troops riding Elephants, or on some other elevated platform, may fire over the heads of models below them.

FIRING BY UNITS

An entire unit of troops will usually fire any missile weapons they have at a single target, such as a unit of enemy troops. Sometimes, however, it will not be possible to fire an entire unit because they are prevented by fire arc or other limitations. In such a case, and only in such a case, it is acceptable to split fire, some models shooting at one target and some at another.



WEAPONS

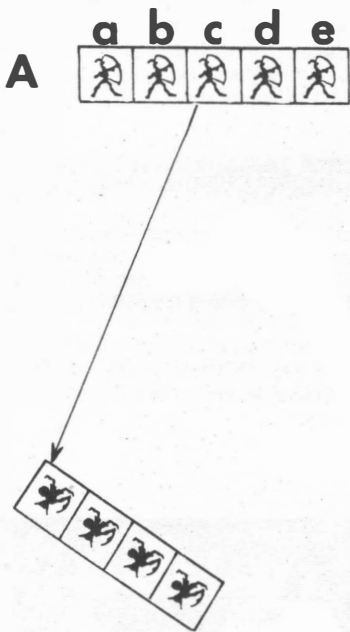
The following table summarises the ranges and Strength values of each of the missile weapons.

Weapon	Short Range	Long Range	Strength
Short Bow	0-8"	8-16"	3
Normal Bow	0-12"	12-24"	3
Long Bow	0-16"	16-32"	3
Elf Bow	0-16"	16-32"	4
Crossbow	0-16"	16-32"	4
Repeating Crossbow	0-16"	none	3
Sling	0-12"	12-18"	3
Javelin	0-4"	4-8"	3
Dart, Throwing Knife, Axe or Spear	0-2"	2-4"	3
Blow Pipe	0-6"	6-12"	1
Improvised Bottles, stones etc	0-1"	1-3"	1

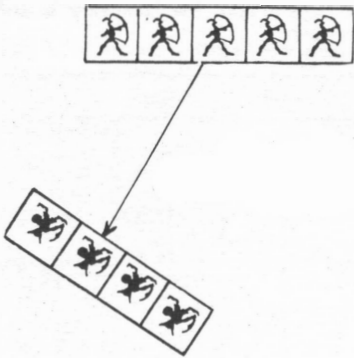
MEASURING DISTANCES

Measure the distance between firer and target using a tape or ruler. Measure from the base of the model firing to the closest point on the base of the target model.

When shooting at an enemy unit measure from the base of each firer to the closest point on the base of the closest enemy. In the situation below unit A may fire models a, b and c at unit 1. Models d and e are out of range.



Sometimes you will find that some members of a firing unit are at short range, whilst other are at long range, as in the diagram below.



TO HIT

For each model shooting roll a D6. The basic score needed depends upon the Bow Skill of the shooters.

Bow Skill	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

For example. A character has a Bs of 4. He will need to score 3 or more on a D6 to hit his target. If he rolls the dice and it turns up 1 or 2 he has missed, if it turns up 3, 4, 5 or 6 he has hit.

Obviously a character with a Bs of 6 or more is going to always hit if no modifiers are applied. Sometimes, however, the basic chance is changed depending on how difficult the particular shot is.

Modify your dice score as follows.

+1	Firing at a large target.	Generally anything over 10' high or long counts as a large target.
-1	Firing at a small target	Generally anything under 1' high and long counts as a small target.
-1	Firing from a moving mount	Such as a horse, wolf, elephant, wagon or chariot.
-1	Firing at long range	As defined on the Weapons table.
-1	If the firer is wounded	The firer has suffered any wounds at all, unless they have been healed or regenerated.
-1	The target is behind soft cover	Soft cover comprises of vegetation, woods or trees.
-1	Throwing improvised missiles	Stones, bricks, pottery and other impromptu missiles count as improvised.
-2	The target is behind hard cover	Hard cover comprises of stone or brick work, walls and battlements.

TO WOUND CHART

For each hit scored on the enemy unit roll a D6, the score needed to cause a wound will depend upon the Toughness of the target and the Strength of the weapon.

Weapon Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

For example. A character with a bow, Strength 3, has hit a target with a Toughness of 4. He will need to score a 5 on a D6 to cause a wound. If he rolls the dice and it turns up 1, 2, 3 or 4 he fails to cause a wound and the hit has no effect, if the dice turns up 5 or 6 he has caused a wound, and one wound is deducted from the target's total.

Note that N on the chart means **No Effect**. A creature or target of the Toughness indicated cannot be effected by a blow of that Strength level.

SAVING THROWS

A model that is armoured or which carries a shield may attempt to 'save' against each wound suffered. This saving throw, or saving roll, is intended to represent the protective value of armour. This allows for shots that simply bounce off a model's armour or shield. Roll a D6.

Type of Armour	Score required
Shield only	6
or Chainmail armour only	
or A metal breastplate only	
Shield plus chainmail armour	5
or Shield plus metal breastplate	
or Complete plate armour only	
Plate armour plus shield	4

Cavalry may add 1 to their dice roll, and **always** have a saving throw of at least 6, even if the rider is totally unarmoured.

Cavalry whose mounts have armour or cloth barding may add a further 1, giving them a total of plus 2.

Troops employing weapons requiring the use of two hands do not gain any advantage from having shields, which must be dropped or slung across the back. For example, troops using two-handed axes.

Units who are shot at from the rear derive no benefit from shields. Units shot at in either flank, or from the air, may still use their shields: it is assumed the troopers have sufficient mobility to turn slightly in the ranks.

Routers cannot use their shields, they are far too disorganised.

Where it is in doubt whether a unit or individual is shot at from the front, side or rear, firers must shoot at the closest point on the target's base.

HIGH STRENGTH HITS

It is harder to save against high Strength hits. Modify your saving roll as follows.

Wound caused by a hit at Strength	Modifier
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

Example:- a man wearing a complete suit of plate armour is wounded by a crossbow bolt, Strength 4. He has a saving roll of 5, but suffers a -1 dice modifier, so he will need to score a 6 to save.

THE EFFECT OF WOUNDS

When a creature receives a wound reduce its wound total by 1. Once a creature has zero wounds it is considered to be out of combat, and can be referred to as 'killed'. This does not mean that the model is certainly dead, but to all intents and purposes it may be regarded as such, as it is no longer in a fit state to participate in combat.

REMOVING CASUALTIES

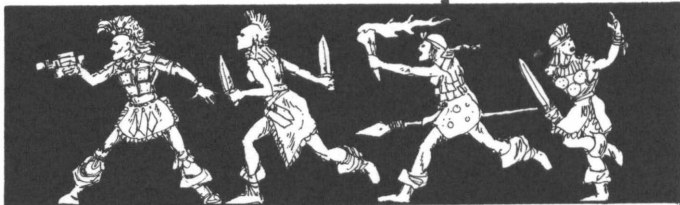
Where a target unit has only one wound point per model, as is usually the case, one model is removed for each successful wound caused.

Where a target unit has more than one wound point per model, remove as many whole models as possible and record any amount left over. Future wounds on the unit may then cause further models to be removed as appropriate.

Example. A unit of Goblins receives 3 wounds. Goblins have only 1 wound point each, so remove 3 Goblins.

Example. A unit of Ogres receive 4 wounds. Ogres have 3 wound points each, so 1 Ogre is removed and the remaining 1 point is recorded. One of the surviving Ogres counts as having one wound - and this may effect it's fighting performance.

Example. A unit of Ogres already has 1 wound on it and receives another 2 wounds from further missile fire. This makes a total of 3 wounds, and so one Ogre is removed.



MOUNTED MODELS

In the basic game any rider mounted on a horse, or horse sized beast, counts as **cavalry**. When shooting at cavalry work out the hits and wounds as normal. Make any saving roll as appropriate, remembering that mounted models add 1 to the dice, and always have a saving roll of at least 6. Remove any models out of action as an integral model - i.e. 1 kill = 1 rider **and** his mount removed.

When firing at beasts larger than horses the shooter may go for either the rider **or** his mount. Riders whose mounts are killed are removed from play in the basic game, unless they are individual characters, heroes, wizards etc, in which case they may continue to fight on foot. A mount whose rider is killed will react according to type. See the **Battle Bestiary**.

SHOOTING AT INDIVIDUAL MODELS

The rules laid out above cover firing with units at other units. This section explains the restrictions on firing at individual characters.

Individual characters, wizards, heroes, army leaders, and the like, may **not** be engaged by any missile fire if they are in base to base contact with a unit of at least 5 troops.

Individual characters within 5" of a unit of at least 5 troops, or in base to base contact with a unit of less than 5 troops, may be engaged at short range only. They may be engaged from any range by another individual character.

Individual characters not within 5" of a unit of at least 5 troops may be engaged normally.

Individual characters of great size or bulk, generally over 10 feet tall or long, can only count units of other creatures of equal or greater bulk as cover. So, for example, a Dragon cannot hide in a unit of Goblins, he's just too big a target. Even though they are not considered as being over 10' tall, a horse (or similar) mounted character cannot claim cover from a unit of infantry under 10' tall.

If a character is travelling with a unit, and the unit is wiped out by missile fire, then it is possible that the character may receive damage. Take the amount of surplus wounds caused. For example if a unit of 10 men receive 14 wounds all 10 men are killed and there are 4 surplus wounds. Roll a D6, if the dice result is equal to or more than the number of surplus wounds then no damage is caused. If the result is less than the number of surplus wounds the character receives **one wound**.

If a group of individual characters is shot at, randomise any hits to see who is actually hit. Then take any 'to wound' and saving throws as appropriate.

FIRING INTO COMBAT

Normally this is not allowed. Once two units have engaged in hand-to-hand combat then they are assumed to have become mixed up, so missiles would hit either side randomly. If you do wish to fire into a combat then dice randomly to see which unit is hit. For example, using a D6 1, 2 or 3 and the enemy are hit, 4, 5 or 6 and the friendly unit is hit. If more units are involved you can adjust accordingly.

SPECIALIST WEAPONS

ELF BOW

The Elf bow can only be used by Elves. In the hands of any other race it counts as a short bow.

LONGBOW

Longbows cannot be fired from horse back or from any other mount.

CROSS BOWS

Troops armed with crossbows may not move and fire during the same turn, as these weapons take a considerable time to reload.

REPEATING CROSSBOW

A repeating crossbow fires small, light bolts from a magazine. These weapons have no long range, maximum range is 16". Unlike crossbows they can move and fire during the same turn. They have a high rate of fire, and so can shoot **twice** a turn instead of once like other missile weapons.

FIRING FROM HORSE BACK

Missile weapons can be fired from horse back, or any other riding creature, at **short range only**.

THROWING DICE

The missile and combat system used in Warhammer involves rolling a lot of D6's. There is little point in re-rolling the same dice for each model shooting. Take as many D6's as you have models in the firing unit. Roll the lot 'to hit'. Now pick out the dice which have scored hits and roll these all again 'to wound'. Now pick out the dice which have scored wounds and hand them to the other player to make any appropriate saving rolls. This method saves a lot of time.

Obviously if you are short of D6's you'll have to roll in batches, but this should present no real problem. D6's are cheap and widely available.

If some members of a regiment have different characteristics, then you can either roll their dice separately or use a different coloured dice to represent their attack.



COMBAT

It is by combat that most games are won or lost. Combat plays a big part in Warhammer, more so than in many other similar games. For this reason we have tried to make the combat system as realistic and detailed as possible without sacrificing playability. Warhammer is a game in its own right, but many people find that with a little adaption our combat rules are perfect for other games systems too.

CHARGES, FIRING AND RUNNING AWAY

THE CHARGE

Any move intended to bring a unit or individual into hand-to-hand combat is called a charge. If a model or a unit wishes to charge it may double its movement allowance in order to do so.

Charges must be announced by the player **before** measuring distances. If the distance proves to be more than the charger's move then the unit will come to a halt before making contact, and must spend from the rest of that turn until the end of their next turn **confused**. The failed chargers may not move at all, except to turn to face a charge, to follow up enemy in combat or as a result of being pushed back or routed. They may not fire missiles whilst confused. If confused troops become involved in combat they suffer a -1 'to hit' modifier.

Charges who fail to make combat because their enemy **Run Away** are treated in exactly the same manner as other units which fail to contact: they will be confused.

Troops who have been charged may **turn** any models not already engaged in hand-to-hand combat so that they face their chargers. Even stupid and confused troops may do this. This turn will actually take place in the opponent's turn, and is an exception to the normal turn sequence.

FIRING

Missile armed troops who are charged may fire at their chargers. They may do this even though it is not their turn and they could not normally fire. Shooters who fire do so before the target unit starts to move, or at maximum range if out of range at the beginning of the charge. They are subject to a 'minus 1' shooting dice modifier because they will be hurried and possibly flustered.

Missile armed troops who charge, and whose enemy successfully **run away**, may **not** fire their missile weapons for the rest of that turn.

RUNNING AWAY

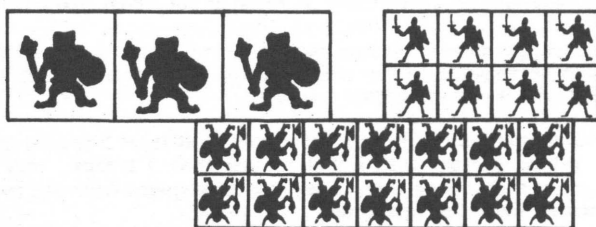
This is another rule that forms an exception to the normal turn sequence. If troops are charged they may opt to **run away**. They make an immediate **charge** speed move directly away from their attackers. Remember to deduct for any turns, terrain or obstacles.

If the chargers move is sufficient to catch up with the evading unit, then the target is caught with their backs turned and automatically **routed**. A unit so caught may not fight back and may not use its shields. See Routs page 27.

A unit may not stand and fire **and** run away.

WHO CAN FIGHT

During Combat any troops in frontal base-to-base contact with one or more enemy may fight. Combat is not restricted to just models belonging to the side whose turn it is, any models from either side may participate.



In this situation the shaded models are in combat and may fight.

Each creature may make as many attacks as are indicated on its **creature** or **character** profile. Generally speaking this will be one, although characters and some monsters can have more.

MULTIPLE AND DOUBLE HANDED WEAPONS

Troops carrying a weapon in each hand may strike their normal number of attacks with **each** weapon. So, a man with a sword in each hand may attack **twice**.

Some weapons require two hands to be used properly, including double handed axes, double handed swords and pole-axes. Troops equipped with these weapons must have two hands free to use them, they could not possibly carry a weapon in each hand.

Troops with a weapon in each hand, or using a weapon which requires both hands, may **not** use shields. If the unit is equipped with shields these are assumed to be slung on the back during fighting.



STOMPS, BITES, CLAWS, GORES AND TAIL LASHES

Normally, troops attack to the front only. Attacks by monsters can sometimes be exceptions to this rule.

- Stomp** A stomp is a general term applied to many large monsters. It is assumed to be a combination of treading on things, knocking them over, butting, flailing and kicking. Stomp attacks can be all round - either to the front, side or rear.
- Bite** A bite is delivered by a creature's jaws. This is normally to the front only, but creatures with additional pairs of jaws growing from the creature's back or tail may bite all round with the extra attacks conferred.
- Gore** Creatures with horns or tusks sometimes have a gore attack, although usually it is assumed goring takes place as part of a bite. Creatures can gore to the front only.
- Claw** A claw is an attack from a creature's claws or talons. This is normally to the front or sides only, and only strangely mutated creatures with additional rearward pointing limbs could claim an additional rearward claw.
- Tail** Tail lashing speaks for itself, it comprises lashing about with a heavy or strangling tail. Tail lashes can be to the rear or side, but not to the front.

Exceptions to any of these rules are specifically given for each monster in the **Battle Bestiary**.

Each creature may make as many attacks of each type as are indicated on its **creature** or **character profile**.

PROCEDURE

Each combat procedes as follows.

- 1. Order of attack** Bodies of troops attack in strict order. Those with highest Initiatives strike first, followed by those with progressively lower Initiatives.
- 2. Throw to hit** The troops who are attacking roll a D6 to see if their blows hit.
- 3. Throw to wound** For each hit scored the attacker rolls a D6 to see if his hits have scored wounds.
- 4. Saving Throw** Troops who are wearing armour may try to avoid the effects of wounds by making a saving throw.
- 5. Combat Results** After both sides have attacked in turn, troops may be forced back or routed.

ORDER OF ATTACK

Bodies of troops attack in strict order, those with highest Initiatives strike first, followed by those of successively lower Initiatives.

If a creature has more than one attack then all of its attacks take place at the same time.

Any troops who are killed before they have a chance to strike, because they have lower Initiatives, may **not** fight back. If combatants have the same Initiatives, then treat their attacks as simultaneous. So any casualties incurred may strike back before the models are removed.

THROW TO HIT

The side whose troops have the first attack will roll 1 D6 for each model fighting, or for each attack if their troops have more than 1 attack each. The basic score needed to hit will depend upon the Ws of the attackers and the Ws of their enemies. The chart below gives the minimum D6 score needed to cause a hit.

		Stupid/Panicked Prone or Routing	Defender's Weapon Skill								Flying
			1	2	3	4	5	6	7	8	
Attacker's Weapon Skill	1	5	5	6	6	7	7	8	8	9	9
	2	4	5	5	6	6	7	7	8	8	9
	3	4	4	5	5	6	6	7	7	8	8
	4	3	4	4	5	5	6	6	7	7	8
	5	3	3	4	4	5	5	6	6	7	7
	6	2	3	3	4	4	5	5	6	6	7
	7	2	2	3	3	4	4	5	5	6	6
	8	2	2	2	3	3	4	4	5	5	6
	9	2	2	2	2	3	3	4	4	5	5
	10	2	2	2	2	2	3	3	4	4	5

PANICKED, PRONE, ROUTING AND FLYING

If you are fighting panicked troops, routing troops, models who are knocked to the ground, asleep, overcome by stupidity, or in any way unable to fight back then their Ws is counted as 1. Their own Ws for any attacks they may be able to make remains unchanged. See the appropriate rules sections for explanations of these states. Prone is used for role-playing games and is not strictly relevant to the Battle Rules.

If you are fighting troops attacking from the air then their Ws is counted as 10 during your attack. Their own Ws for any attacks they may have remain unchanged during their own attack.



TO HIT MODIFIERS

In some circumstance it will be easier, or harder, to score a hit than in others. For example it would be easier to hit someone if you were stood above them, and harder if they were behind a wall.

To simulate this the following dice modifiers are used. The modifier is added to the D6 dice made 'to hit', modifiers are cumulative. So, for example, a +1, +2 and -1 modifier is an overall +2.

No modifier will take the score needed to below 2. 2 represents the maximum effectiveness of troops.

Modify your dice score as follows.

- +2

Frenzied*

If you are in a state of Frenzy.
- +1

Charging

If you charged into combat this turn.
- +1

Uphill

If your troops are on a higher slope, stair or rampart.
- +1

Following Up

If you **pushed back** your combat opponent in the previous turn.
- 1

Confused

If you failed to make contact in a charge in your last turn.
- 1

Crossing a Defended Obstacle

If your opponent is behind a hedge, wall, barricade or similar.
- 1

Using more than one weapon at once

Such as a sword in each hand. Apply this modifier to both attacks.
- 1

If you are using a weapon wrong handed

In your left hand if you are right handed. Apply this modifier to the wrong handed attack/s **only**.
- 1

Fear* combat opponent

For blows struck against feared opponents whilst you are in a state of fear.
- 1

Terrified*

If you are being terrorised by a creature within 15".
- 2

Unarmed

Except for creatures using normal, unarmed attacks -such as claw, bite, etc.

TO WOUND CHART

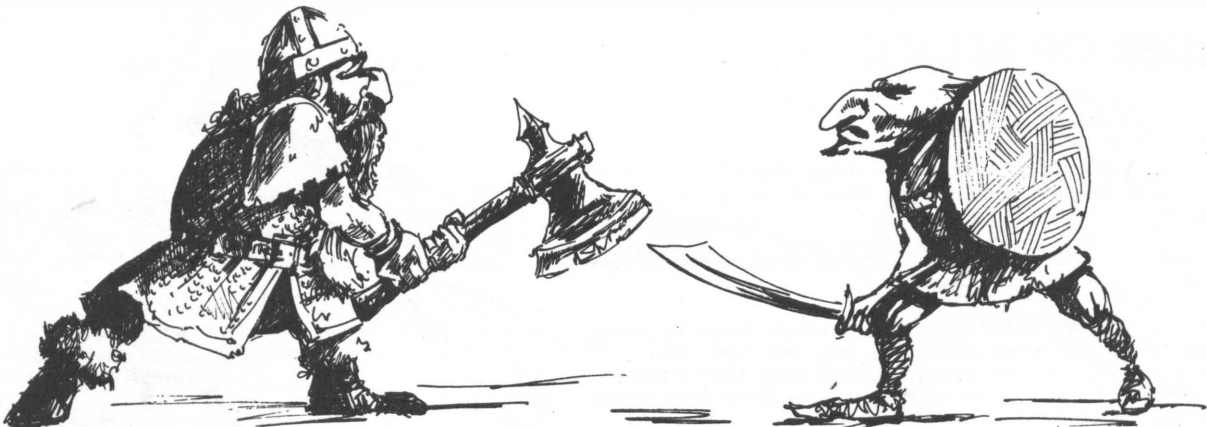
For each hit scored on the enemy unit roll a D6, the score needed to cause a wound will depend upon the Toughness of the target and the Strength of the attacker.

Attacker's Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

For example. A Man, Strength 3, has hit an Orc with a Toughness of 4. He will need to score a 5 on a D6 to cause a wound. If he rolls the dice and it should turn up 1, 2, 3 or 4 he fails to cause a wound and the hit has no effect, if the dice turns up 5 or 6 he has caused a wound, and one wound is deducted from the target's total.

Note that **N** on the chart means **No Effect**. A creature or target of the Toughness indicated cannot be effected by a blow of that Strength level.

* Frenzy, Terror and Fear are Psychological effects described under **Psychology** (see page xx onwards).



SAVING THROWS

A model that is armoured, or which carries a shield, may attempt to 'save' against each wound suffered. This is done in exactly the same way as for missile fire. The saving throw, or saving roll, is intended to represent the protective value of armour. The roll allows for a blow that would simply bounce off a model's armour or shield. Roll a D6.

Type of Armour	Score required
Shield only	
or Chainmail armour only	6
or A metal breastplate only	
Shield plus chainmail armour	
or Shield plus metal breastplate	5
or Complete plate armour only	
Plate armour plus shield	4

Cavalry may add 1 to their dice roll, and **always** have a saving throw of at least 6, even if the rider is totally unarmoured.

Cavalry whose mounts have armour or cloth barding may add a further 1, giving them a total of plus 2.

Troops employing weapons requiring the use of two hands do not gain any advantage from having shields, which must be dropped or slung across the back. For example, troops using two-handed axes.

Troops who have been attacked in the rear, and who cannot turn to face their enemies, derive no benefit from shields. Troops attacked in either flank, or from the air, may still use their shields: it is assumed the troopers have sufficient mobility to turn slightly in the ranks.

Routing troops cannot use their shields, they are far too disorganised.

HIGH STRENGTH HITS

It is harder to save against high Strength hits. Modify your saving roll as follows.

Wound caused by a hit at Strength	Modifier
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

COMBAT RESULTS

When a creature receives a wound reduce its wound total by 1. Once a creature has zero wounds it is considered to be out of combat, and can be referred to as 'killed'. This does not mean that the model is certainly dead, but to all intents and purposes it may be regarded as such.

REMOVING CASUALTIES

Where a target unit has only one wound point per model, as is usually the case, one model is removed for each successful wound caused.

Where a target unit has more than one wound point per model, remove as many whole models as possible and record any amount left over. Future wounds on the unit may then cause further models to be removed as appropriate. Combat and missile wounds both count, so an Ogre (3 Wounds) who suffers 1 wound from

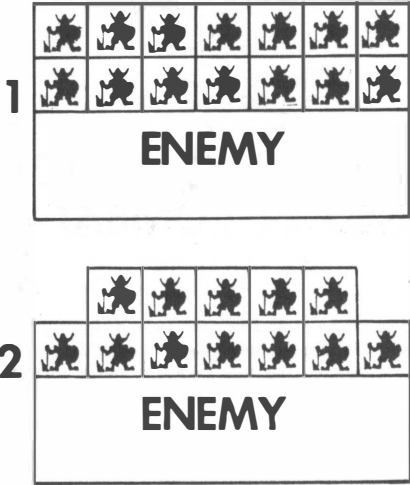
missile fire and 2 wounds from combat is dead.

Example. A unit of Men receives 3 wounds. Men have only 1 wound point each, so remove 3 Men.

Example. A unit of Ogres receive 4 wounds. Ogres have 3 wound points each, so 1 Ogre is removed and the remaining 1 point is recorded. One of the surviving Ogres counts as having one wound - and this may effect its fighting performance.

Example. A unit of Ogres already has 1 wound on it and receives another 2 wounds from combat. This makes a total of 3 wounds, and so one Ogre is removed.

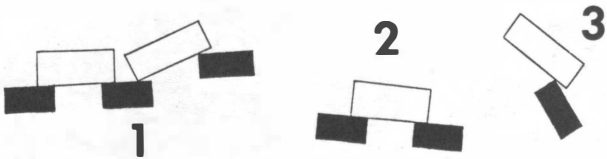
Although casualties should theoretically be removed from the front rank of troops fighting, we assume that an individual stood behind would step into any gap created by the death of a front rank comrade. Accordingly, casualties can be removed from the rearmost rank as in the illustration below.



The rear rank can be neaten up so that all the models are in a line together.

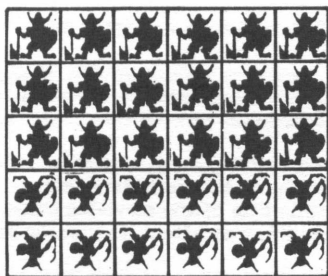
PUSH BACKS

To see which side has won first take each combat in turn. A combat is considered to be a group of fighting, hostile units who are interconnected by allied or enemy units. For example, in the diagram below there are three separate combats.



Once all casualties have been removed from a particular combat you can work out who has won. Count up the number of wounds each side has caused, the side that has caused the most is the winner.

The winning unit/s will **push back** their enemies by 2" - this happens immediately and does not count as extra movement, it simulates the defeated troops being gradually forced to give up ground to the onslaught on their enemies. Move the losing unit/s 2" backwards, although they have moved backwards the troops are assumed to have remained facing their foes during the push back.



The winning units must follow their retreating enemies **unless** they are themselves behind some sort of defensive position or cover, such as behind a hedge or wall. If this is the case the unit doesn't have to follow their retreating enemies unless the player wishes them to.

A unit pushed back will have to take a **Rout Test** and may be **routed**. See page xx.

MOVEMENT AND TROOPS ENGAGED IN COMBAT

Troops engaged in combat may be pushed back, may follow up or rout, but other movement is not possible until the combat is over. A unit may decide it has had enough, and can rout voluntarily anytime it likes.

MANOEUVRING IN PUSH BACKS

A unit pushed back in combat may not make any manoeuvres and may not change formation. Casualties can be removed from rear ranks, and formations 'neatened', but that is all.

MANOEUVRING IN FOLLOW UPS

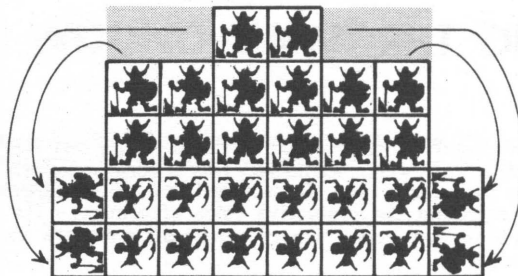
Troops who are following up may expand or contract their frontage whilst doing so. The number of models that can expand or contract is 4 for non-stupid troops and 2 for stupid troops.



LAPPING ROUND

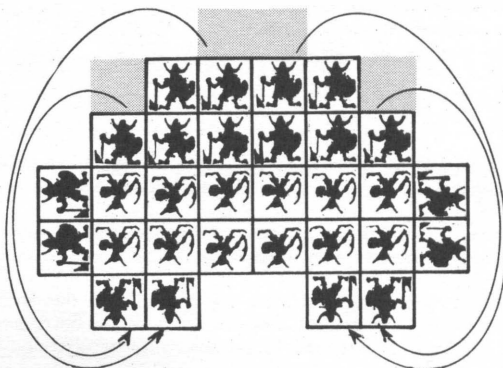
Troops who are following up after winning a round of combat may 'lap round' up to two spare models on each side of their formation, enabling them to get more men into combat. Their enemy **can** turn any unengaged models to fight.

The Dwarfs lap round two models each side, while the Goblins turn unengaged models to face them.



REAR ATTACKS

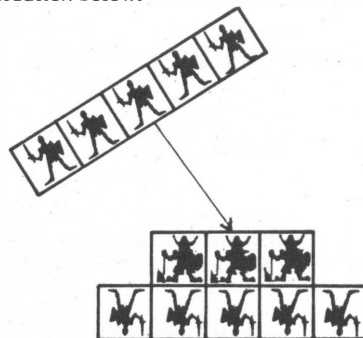
It is possible to lap round onto an enemy's rear, as in the drawing below.



The Dwarfs have pushed the Goblins back again and have expended and lapped round another four models.

Troops being lapped round may turn any unengaged rear-rankers to meet the new threat. If there are no unengaged rear rankers then the unit has been attacked in the rear and must take a **Panic** test.

It is possible to charge into the rear of an already engaged unit as in the situation below.



This also counts as a rear attack and the troops being charged must take a **Panic** test.

MOUNTED MODELS

In basic games any rider on a horse, or horse sized beast, counts as **cavalry**. When fighting cavalry work out hits/wounds as normal. Make any saving roll as appropriate; remember mounted models +1 to the dice, and will have a save of at least 6. Remove a model slain as one integral model, i.e. 1 kill = 1 rider **and** mount removed.

Humanoids on foot, under 10' tall, fighting riding beasts larger than horses, may only attack the mount. Riders whose mounts are killed are removed from play in the basic game, unless they are characters, heroes or wizards, when they may fight on foot.

In combats between larger creatures and large riding beasts, or between two large riding beasts, beasts **must** attack each other. Riders may attack either rider or mount. A mount whose rider is killed will react according to type. See the **Battle Bestiary**.

ROUTS AND RALLYING

ROUTS

Even the bravest troops can only take so much, even the toughest monster or meanest hero can finally decide that he, she or it would much rather be somewhere else. Whatever the reason, a unit that routs is gripped by blind hysteria; frightened, completely witless and utterly disinterested in doing as their commander wishes.

A unit can be routed as the result of combat, excessive missile casualties or because of detrimental psychological factors.

THE ROUT TEST

A unit must make a rout test in the following situations.

1. The unit/character has been **pushed back in combat**. Test as soon as the push back occurs.
2. The unit has just lost $\frac{1}{2}$, or more, of its original numerical strength to missile fire, magic missile attack, or a combination of both during a single turn.
3. As instructed elsewhere in the rules.

The test is made on the unit's **Leadership** (the leader's Leadership if it is different).

1. Roll 2D6.
2. If the unit has just been pushed back it will have suffered more **wounds** than its enemy. **Add** the difference to the dice score.
3. If the result is more than the **Leadership** the test is failed and the unit routs. If the result is equal to, or less than, the **Leadership** the unit is saved, and will continue to fight normally.

A unit which has no leader, if he has been killed for instance, may still try to save against a rout. Use the Leadership characteristic of the troops.

CHARACTERS IN ROUTS

Once a unit is routed, all attached characters are considered to be part of that unit, and they will be forced to join in the rout. They have no choice but to go along with the pushing, hysterical mob.

MOVING ROUTED UNITS

A routed unit which fails to make the leader save will rout immediately. The whole unit, including any attendant characters, is turned away from their enemy and **immediately** moved 4" away from the fight. This movement is done out of sequence, and is just to get the routers out of combat. If friendly units are blocking the routers path away from combat the routers will move through them. A unit moved through in this way will not be able to reserve move that turn.

After the first move away from combat routers are moved in their own turn. A routing unit always moves at double normal rate. The unit must move away from the nearest enemy, or cause of their rout, and must head towards their own player's table edge where possible, taking the most direct route. If engaged in combat they are unable to fight back. If attacked in combat or shot at they do not count their shields towards any saving roll.

Once a routed model reaches the table edge it is removed from play and does not return - they are assumed to become scattered all over the countryside, hiding up trees, in ditches, pretending to be innocent peasants or travellers, and generally conducting themselves in a very unfitting and shabby manner.

PURSUERS

If all of a unit's combat opponent's rout it must **must** pursue. Pursuit represents the loss of control and unit co-ordination that occurs when enemy suddenly take flight. A unit will not pursue routers so long as they are still fighting other enemy.

As the routing unit is moved 4" from combat the pursuing unit is also immediately moved 4" so that it follows them and remains in contact. Troops whose normal charge move is less than 4" will **not** pursue. If the routing unit has moved through friends, the pursuers must immediately charge them - this is done out of the normal sequence; take psychological tests as normal. Work out Combat **next** turn, the pursuers **do** receive the +1 'to hit' charge bonus.

Pursuers who are in contact with routing foes may strike blows during Combat as normal. Routers cannot fight back and count as Routed on the 'to hit' table.

During the routing unit's next turn they will move away from their pursuers. The pursuers instantly become **Confused** and will remain so until the **end** of their next turn. Confused troops may not move, except to turn to face a charge, to follow up enemy in combat or as a result of being pushed back or routed. They may not fire missiles, they may fight if charged, but suffer a -1 'to hit' modifier for being confused.

If a unit does not wish to pursue it can test on **Leadership** to try and **Hold** instead. Roll 2D6, if the result is equal to or less than the Leadership the unit does not have to pursue but may **hold** instead. A unit that is holding instantly becomes confused until the **beginning** of its next turn.

Pursuers leaving the table during pursuit must spend one turn 'off-table', and may then return in any of their following turns on the D6 score of a 4,5 or 6. They will not be confused when they return.

RALLYING

It is possible that a routing unit will manage to pull itself together, and return to the fray. During the Rallying part of any turn **after the first turn**, a player may attempt to rally any of his routing troops that remain on the table and are **not in combat**.

To do this roll 2D6. If the dice score is more than the unit's **Leadership** they will continue to rout, and must try to rally again in their next turn so long as they remain on the table.

If the score is equal to or less than the unit's **Leadership** they are rallied and are no longer routing. The unit must spend their entire next turn rallying. This is called **The Rallying Turn**. During the Rallying Turn troops may not move, except to turn to face a charge, or as a result of being pushed back or routed. They may not fire missiles or fight back if charged. If forced to take a rout test during the Rallying Turn they will automatically fail it, and rout.

A unit which has no specific leader model for some reason, if he is killed for instance, may still test to rally. The troops personal characteristic Leadership is used for this.

Example. A unit of routing Goblins (Ld 5) has a Half-Orc character as its leader (Ld 7). The unit tests on the leader's characteristic, and so needs 7 or less to rally.

If the Half-Orc is slain the unit may still try to rally, but now needs a 5 or less to succeed.

RESERVES

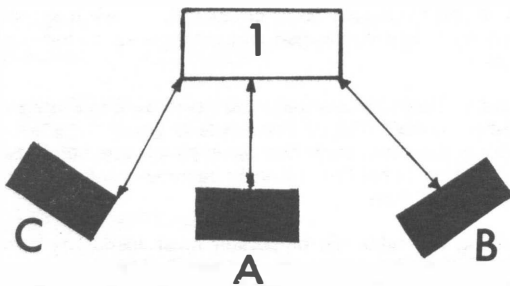
The **Reserve** part of the turn allows uncommitted models to be moved and repositioned. This represents the bringing up of fresh bodies of troops, and introduces the concept of keeping tactical reserves, as well as making the game smoother and more decisive.

UNCOMMITTED TROOPS

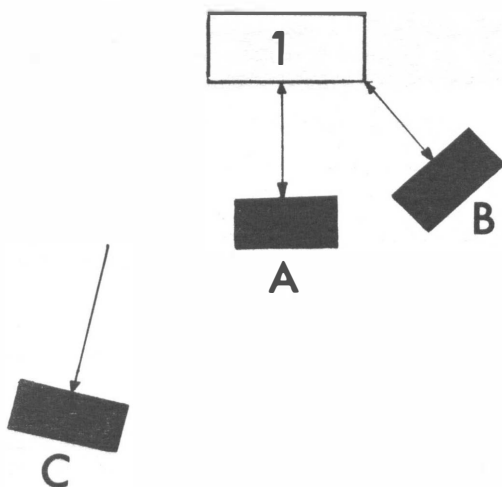
Uncommitted troops are those which are **more than 4"** away from any enemy. These count as **reserves** and may move during the **Reserve** part of the turn, they may make this extra move even if they have already moved during the **Movement** section. This is called a **reserve move**. If any member of a unit is within 4" of any enemy, then the entire unit cannot reserve move and must remain stationary.

A unit reserve moving **may not** approach any closer than 4" to any enemy troops, and so may not charge, and cannot enter combat.

The following examples illustrate which units may reserve move and which may not.



Unit A is within 4" of unit 1 and so may not move. Unit B is 6" away from unit 1 and so may move. Unit C is 5" away from unit 1 and so may move.



Unit A must remain stationary. Unit B moves to within 4" of unit 1, but cannot move any closer. Unit C moves away from unit 1.

ROUTING TROOPS

Routing troops may **not** reserve move. Their normal movement already takes into account their extra speed, and so they do not get this additional movement as well.

Routing troops have a disturbing influence over units who see them. Because of this, any unit that is within 4" of routers, whether from their own or their opponent's side, may **not** reserve move.

THE RESERVE MOVE

A reserve move takes place exactly like ordinary movement. The move allowances, and movement penalties all remain the same. A unit may reserve move up to its normal movement allowance, subject to the usual penalties. A unit may move less than its full allowance or not at all if the player wishes, unless it is subject to a compulsory reaction, such as **Hatred** (See page xx)

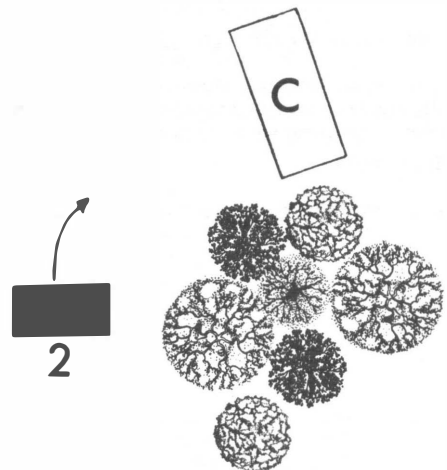
RESERVE MOVING CHARACTERS

Characters may reserve move in exactly the same way as large units. Enemy characters within 4", or routing friendly characters, all count as units for the purpose of reserve movement.

RESERVE MOVE PSYCHOLOGY

Psychology tests made earlier in the turn hold good for the reserve move. So a unit subject to **Hatred** during normal movement will be subject to the same reaction during the reserve move.

If troops become exposed to a new psychological threat during the reserve move, test immediately.



Unit 2 is subject to hatred against the hidden unit C. During reserve movement 2 rounds the corner, sees C and throws immediately for a hatred reaction.

PSYCHOLOGY

When a commander is supervising a large body of soldiers he cannot always depend on them to do exactly what he wants them to. His troop's instincts of self preservation, their fears and dislikes, will all effect their actions.

This is simulated by the **Stupidity, Frenzy, Panic, Terror, Fear and Hatred** rules given in this section. The **Battle Bestiary** gives full details of which creatures suffer from which psychological factors, who hates who, which creatures cause fear or terror in which others, and so on.

We would suggest that novice players do not use any of these psychology rules until they are thoroughly familiar with the main body of the movement, shooting and combat rules.

SEQUENCE FOR TESTING

GM's should apply the psychology rules as an aid in developing the personalities and varying qualities of the different troop types. The results of some psychological tests will occasionally negate the effects of others. There is no need to follow the rules slavishly: the GM is free to interpret or modify the rules as he sees fit.

The following order is suggested for these tests. This sequence will make the tests easiest to use, and will best avoid conflicting results.

1. STUPIDITY
2. FRENZY
3. PANIC
4. TERROR
5. FEAR
6. HATRED

Mounted troops, and animals under the direct supervision of a handler (base-to-base contact) make any tests using the **rider or handler's** personal characteristics. Any resulting effect applies to the rider/mount or handler/animal combination.

CHARACTERS AND UNITS

Characters are essentially independent models which can be moved individually, but which may be placed with units in order to enhance their combat potential or to derive protection. Characters who are travelling with a unit, in base-to-base contact, count as members of that unit for the purposes of psychological reactions.

TESTING

Test for each unit at a time, roll once for the whole unit. The result will then apply to the entire unit including any characters who are in base-to-base contact as part of the unit, whether on a permanent or temporary basis.

Characters who are **not** leading a unit, but who are travelling with a unit, may be subject to different psychological effects than the unit as a whole. In this case the character becomes subject to all the new psychological effects suffered by the troops as well as his own. This lasts for as long as he remains with the unit. The character still tests on his **own** characteristics for psychological effects that are unique to him. He does **not** use his own characteristics for the psychological effects inherited from the

rest of the unit - he just goes along with the general reaction.

Individual characters, heroes, wizards, adventurers etc, who are acting independantly of units are tested separately.

CHARACTERS AS LEADERS

If a character is leading a unit of troops then the rest of the unit, including any additional characters, benefit (or occasionally suffer!) from the leader's characteristics.

Because he is in charge, use the **character's** characteristics for all tests **not those of the troops or other attached characters** even if those of the troops are higher. The result will hold good for **both** the leader and the unit. A character may only lead **one** unit in this way.

Leader's become subject to the psychological effects suffered by the mass of troops. Tests are still made on the leader's characteristics. All troops under the leader's command, including any ancilliary characters, become subject to all of the psychological effects suffered by the leader.

It is assumed leaders become caught up in the confusion of their troops, whilst the leader will spread panic and despondancy should he crack up.

Example. A hero is leading a unit of Trolls. Trolls are subject to stupidity, the hero is not. Every turn the unit must roll for stupidity using the hero's Intelligence characteristic. If the test is passed the unit continues as normal. If the test if failed the whole unit, including the hero, become subject to the stupidity rules. The poor hero is not necessarily stupid himself, but he becomes so busy trying to stop his charges eating each other and sitting on him that he can be considered as such.



STUPIDITY

Creatures who are **stupid** suffer certain disadvantages. They have difficulty remembering just who they are fighting for, and are easily confused so that they sometimes become totally ineffectual for no apparent reason.

Test each unit of stupid troops at the beginning of their turn.

Roll 2D6. If the result is less than or equal to the troops' **Intelligence**, then they are alright and behave normally. If the score is more than the troops' **Intelligence** they become badly confused and subject to the following rules until their next turn.

1. If already in combat half of the unit will suddenly stop fighting, stare blankly around and wonder where they are. In a unit of an uneven number of troops (3, 5, 7 etc), the odd troops will fight on the D6 dice score of a 4, 5 or 6. Leaders and characters will always fight on the D6 dice score of a 4, 5 or 6. Throw for each character to determine whether they fight or not. Combat opponents strike blows against the entire unit, including characters, as if their **Ws** was 1. The stupid troops own **Ws** remains as normal for their own attacks.
2. If not in combat the unit will forget quite what they were doing and will move off as indicated by a D6:
 - 1, 2 or 3 Move directly forwards at half-pace. Anything in the way: friends, enemies, doors, trees etc: will be charged and attacked.
 - 4, 5 or 6 The unit merely stands around in a confused and ineffective manner.
3. Troops subject to a stupidity reaction will ignore all further psychological reactions until their next turn.

Stupid troops **always** change unit frontages slower than normal troops, even if they pass their stupidity test or are subject to other reactions.

FRENZY

Certain troops are subject to **Frenzy**. This enables them to go into a kind of berserk battle rage, a blood-letting, flesh-tearing, raging fury that transforms each warrior into a whirlwind of destruction. Many of those who have this strange ability are religious zealots: often using hypnotic trances, strange chants or hallucinogenic herbal preparations to induce their battle frenzies.

Troops who are subject to frenzy must test whenever they approach within 15" of enemy: or at the begining of their turn if enemy are already within 15".

Roll 2D6. If the score is equal to or less than the troops' **Cool** then they are **not** frenzied. If the score is more than the troops' **Cool** then they are frenzied until their next turn and subject to the following rules.

1. The unit must move at charge speed towards the nearest enemy, and must charge any enemy within reach. Where the unit has a choice of targets it will always choose hated enemy where possible.
2. Each member of the unit may double his number of attacks in combat.
3. The unit must follow up any enemy pushed back in combat, even from behind fortifications.
4. Troops in frenzy never rout, no matter how many times they are defeated in combat or by whom. They will fight to the death if necessary.

5. Troops in frenzy ignore all further psychological effects.

A unit which enters a combat whilst in a state of frenzy stays in frenzy so long as at least one member of the unit remains in combat. There is no need for further tests.

PANIC

Panic simulates the de-moralising influences of being attacked in the rear, or seeing friends run away. The test is made when:

1. Whenever a friendly routing unit of at least equal numerical strength approaches to within 4", or if such a unit is already within 4" at the beginning of the player's turn.
2. The test is also taken by a unit which has been charged in the rear whilst fighting somebody else to their front, the test is taken even if the unit has spare models to turn round to face their new attackers.

Roll 2D6. If the score is equal to or less than the troops' **Cool** then they are unaffected and may continue as normal. If the score is more than their **Cool** the unit may not move for the remainder of that turn, except that they may turn to face a charge, and they can be pushed back or routed as normal. They they **do not** follow up pushed back enemy or pursue routed enemy. For the rest of the turn they may not fire missiles and count as panicked on the combat table.

TERROR

Terror simulates a units reactions to being presented with huge and frightening monsters, or dangerous unexpected situations for the first time. The test is only taken by a unit **once** during a battle. Whether the unit passes or fails the test it will not have to test again. If the unit passes the test it will not have to worry about Terror again during the rest of the battle. If the unit fails the test if become subject to the rules given for the remainder of the battle.

Test when an enemy creature or hostile action which causes **Terror** first comes with 4".

Throw 2D6. If the score is less than or equal to the unit's **Cool** then the troops are unaffected, they bravely face whatever terror they are being presented with. If the score is more that their **Cool** the unit has failed the test, and becomes subject to the following rules for the remainder of the battle..

1. If the unit is charged at any time by **any** creature/s which cause terror it will rout. The unit may attempt to save against the rout as normal.
2. The unit suffers a -1 combat 'to hit' modifier whilst **any** creatures that cause terror are within 4" of the unit.

If a creature causes terror in a unit it will automatically cause fear too, and this applies whether the initial terror test is passed or not. Where both terror and fear tests are to be taken together the one dice throw stands for both tests.

Terror and fear dice modifiers are culminative, so troops in hand-to-hand combat against something that causes terror suffer -2 from combat 'to hit' dice.

Although a unit subject to terror will rout if charged by a creature that causes terror, such a unit may itself charge the terrorising creature. The unit will have to take a fear test first though. Troops about to charge can work up sufficient courage to attack a stationary creature, no matter how huge and threatening: but to have the same creature bearing down on you at speed is another matter entirely!

FEAR

The appearance, habits and reputation of some creatures can cause revulsion and apprehension in others.

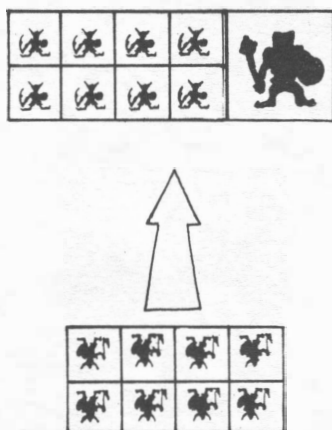
If a unit is **charged** or **wishes to charge** an enemy that it fears, it must test to see if the troops overcome their fear, or are themselves overcome by fear.

Roll 2D6. If the score is equal to or less than the units Cool, then the troops overcome their fear, and may continue as normal. If the score is more than the units Cool they have failed to control themselves, and become subject to the following rules.

1. A unit wishing to charge may **not** do so. It must remain stationary for the rest of that turn.
2. A unit that has been charged by an equal or lesser number of feared enemy troops will fight them, but suffers the -1 combat 'to hit' modifier on blows struck against the feared enemy. This applies for the duration of the combat, not just the first turn.
3. A unit charged by a greater number of feared enemy troops will rout if they fail their test.
4. A unit pushed back in the **first** round of combat by troops that it fears may rout, units receive the normal rout save.

If the unit is charged/wishes to charge more than one feared enemy during the same turn make just the one test.

Sometimes a unit will wish to charge an enemy that does not itself cause fear, but which is travelling in company with a monster or another unit that does. For example:



In a case such as this the unit will have to test for fear if the fear causing creature is either leading the enemy unit, or is placed so that fighting the unit will inevitably result in fighting the fear causing creature/s too.

HATRED

Feuds and vendettas stretching over the millenia, magical and religious antipathy, territorial dispute and racial contempt all lead to the irrational enmity covered by **Hatred**.

If hated enemy are within sight at the beginning of their turn, or come within sight during the turn, a unit must test to see if they lose control for that turn. Test only once during a turn, no matter how many enemy are in sight. Roll 2D6. If the score is equal to or less than the units Cool, then they are alright. If the result is more than the units Cool then they are overcome by a raging hatred and become subject to the following rules until their next turn.

1. Troops must move as quickly as possible towards the nearest hated enemy. Troops behind **fortifications** may alternatively remain stationary, but they may not retreat.
2. Troops must charge any hated enemy within charge reach. Troops behind **fortifications** may alternately remain stationary, but they may not retreat.

Fortifications include prepared fortifications, such as forts, towers and deliberately fortified low walls or barricades. Fortifications do not include woods, domestic hedges, fences, boundary walls or drainage ditches.

The GM must use his discretion is permitting a player to count an enclosed area, such as a walled village or vinyard, as fortified or not.



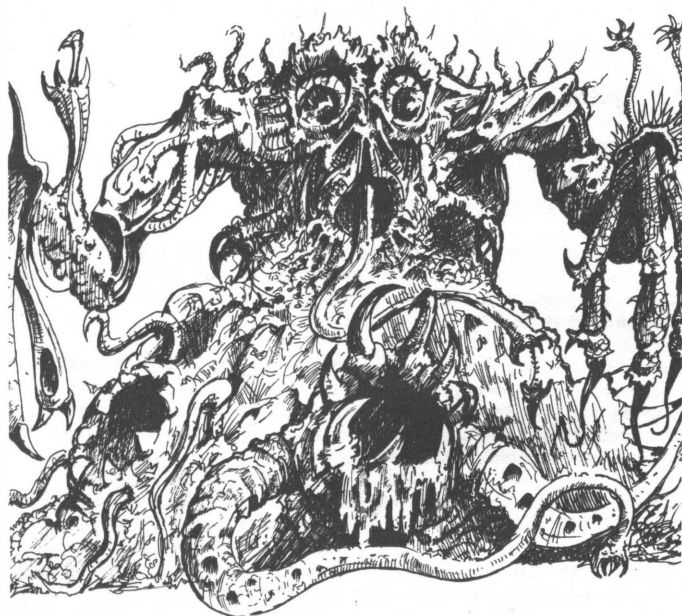
ADVANCED RULES



POINTS VALUE

Points values (PVs) allow gamers to work out reasonably evenly matched sides by giving each model a fixed value. PVs pose something of a problem in a fantasy game; the root of this problem lies in the immense variety of creature types, and the very specific vulnerabilities of each. Many Warhammer players have suggested that an 'official formula' be adopted; allowing anyone to work out PVs using a creature's characteristics. Such a plan inevitably falls foul of the more extreme creatures.

THE EXTREME CREATURE



This creature is an example, a huge quivering mountain of flesh - perhaps some monstrosity created by the Gods of Chaos. The creature has a profile which is as unusual as the beast itself.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0	10	0	10	10	100	10	100	10	10	10	10

The creature is immensely powerful in combat, but has no long range ability. It has no missile skills, no magic and worse of all, it cannot move.

Such a creature will slay an infinite amount of sword armed infantry, but can easily be destroyed by heavy artillery, siege machines or aerial bombardment (eventually!). So is the creature worth as much as the siege machine? less? or what?

Although this is an extreme case, the same argument holds good for more normal troops too. If a creature has a high Bs but no missile weapon is it worth more than an identical creature with a low Bs? If a creature has a high movement is this really going to benefit it in a siege type of game?

THE POINTS SYSTEM

We believe we have to accept that any points system will fail some of the time, just because of circumstance. If we are to adopt a points system it must hold good generally, but the GM is allowed the option of giving one side more or less points to compensate for unusual circumstances.

The following system utilises a tried and tested formula which gives reasonable PVs in most situations. It is fairly easy to apply, and can be used to cost your own innovations.

THE FORMULA

The following profile is **average**.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

You will recognise this as the standard human profile. The PV of the above creature is 5. This is the **base level** cost. Other costs are worked out from this.

To work out the cost of any other creature consider each of the characteristics in turn. For each unit of characteristic higher than the **base level** add the modifier shown. For each unit of characteristic lower than the **base level** subtract the modifier shown.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{4}$	1	1	4	$\frac{1}{4}$	4	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$

Example. A Dwarf has a profile as follows, and has a PV modified as indicated.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9
$-\frac{1}{4}$	$+\frac{1}{2}$	-	-	+1	-	$-\frac{1}{4}$	-	$+\frac{1}{2}$	-	$+\frac{1}{2}$	$+\frac{1}{2}$

Total $5 - \frac{1}{4} + \frac{1}{2} + 1 - \frac{1}{4} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2} = 7\frac{1}{2}$ Points

MINIMUM PV

The **minimum** PV is 1 point. There is no maximum.

PVS OF MORE THAN 10

The PV worked out from this system tends to under-value the bigger creatures. To compensate for this creatures with a PV that works out as more than 10, modify their PV using the chart below. This is done before any extra points are added on for weapons, armour or riding mounts. First round **up** to the nearest 1, then apply the modifier.

PV	Modifier
11-15	multiply by 1½
16-20	multiply by 2
21-30	multiply by 3
31-40	multiply by 4
41-50	multiply by 5
per +10	multiply by +1

The result gives a basic points value for the creature. This does not include weapons, armour or riding mount.

ARMS AND ARMOUR

The points cost of each creature includes one close combat weapon, usually a sword, knife or club. Other weapons, as well as armour, costs extra points.

If your units include various differently armed and differently equipped models just for 'effect' then work out your points cost according to how the unit fights, not on the appearance of each model. For example a unit of Goblins could include some with no armour, others with shields, some with mail armour, and some with both. In combat the whole unit would be counted as having '1' point of armour, giving them a D6 save of 6: so work out the points cost accordingly.

Models carrying duplicates of weapons, or weapons they do not intend to use, do not have to pay the additional points. For example a character may have two swords, two knives or two bows. If a model does wish to use multiple weapons (a sword in each hand for example) extra points will be paid. Note that the points value for throwing knives, darts, axes, spears and javelins is for a supply of these weapons, generally speaking enough for a battle.

The costs of standards and musical instruments has been related to the type of troops. The cost of a standard equals the cost of a single trooper x 5. The cost of a musical instrument equals the cost of a trooper x 2. A unit of 20 models or more may have a musical instrument for **free**. A unit of 30 models or more may have a standard for **free**.

ARMS AND ARMOUR MODIFIERS

Smaller creatures are going to be less able to use whatever weaponry they are given. To compensate for this creatures with a basic PV of 4 or less may acquire additional weapons, armour or shields at **half-cost**. This does not apply to the bonus for poison weapons.

Basic PV	Arms and Armour modifier
4 or less	Half value

Larger and more exotic creatures may find it harder to find suitable armour - and become very effective when they do. Creatures with a basic PV of more than 10 must pay more for their armour and shields.

Basic PV	Arms and Armour modifier
11-20	multiply by 2
21-30	multiply by 3
31-40	multiply by 4
41-50	multiply by 5
per +10	multiply by +1

HORSES AND OTHER MOUNTS

Horses and other mounts should be paid for at the cost indicated in the Battle Bestiary, which has been worked out using the standard method. Mounts count as equipment, and so add on to the basic cost in the same way as arms and armour.

Many mounts work out cheap because they have low 'animal level' personal characteristics and usually no Bs or A. In practice it makes no difference whether mounts have low or high characteristics, because all psychology tests are taken from the rider's personal characteristics.

To compensate for this, animals which are to be used as mounts always cost **+5 extra points** (giving them a minimum of 6 points). Animals which are to be used as mounts for champions and minor heroes cost **+10 extra points**. Animals which are to be used as mounts for other characters cost **+20 extra points**.

Example - A mounted warrior

Human	5
Lance	½
Full armour	1½
Shield	½
Horse (basic)	1
Horse (as mount)	5
Horse armour	1
Total	14½



ITEM	PV+
Sword, mace or other additional hand weapon	½
Spear or Lance	½
Pike or two-handed cutting or crushing weapon	1
Net	1
Ball and Chain	5
Short Bow	½
Normal Bow	1
Long Bow	1½
Elf Bow	2½
Crossbow	2
Repeating Crossbow	2
Blow Pipe	½
Sling	½
Throwing weapons, javelins, knives, axes spears or darts	½
Shield	½
Chainmail armour or metal breastplate	1
Full plate armour	1½
Barding or armour for any riding animal	1
Extra for poison weapon	2
Bolt-Thrower (not including crew)	50
Stone-Thrower (not including crew)	100
Bombard (not including crew)	150

BASIC POINTS FOR COMMON CREATURES

The following chart lists the PVs for some of the common creatures, together with their usual profiles. PVs worked out using this system are given in the **Battle Bestiary** for all of the Warhammer creatures.

POWERS

Many of the Warhammer creatures have additional powers as described under the **Battle Bestiary** section. Rather than suggest a scale of fixed bonuses and penalties we recommend that the GM awards extra points to any side which he feels is disadvantaged.

For example, if Humans were fighting Undead they would suffer to some extent from the psychological reactions of **fear** and **terror**. But the same Undead would have little success fighting Lizardmen, who are less vulnerable to such things.

Flying troops can be costed on their maximum flight speed instead of normal movement.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7	5
GOBLIN	4	2	3	3	3	1	2	1	5	5	5	5	2½
DWARF	3	4	3	3	4	1	2	1	9	7	9	9	7½
ORC	4	3	3	3	4	1	2	1	7	5	7	7	5½
HOBGOBLIN	4	3	2	3	4	1	3	1	7	6	6	6	5
HALF-ORC	4	3	3	3	3	1	3	1	7	6	7	7	4½
ELF	4	4	4	3	3	1	6	1	8	9	9	8	8
DARK ELF	4	4	4	3	3	1	5	1	8	9	9	8	7½
HALFLING	3	2	4	2	2	1	5	1	6	7	6	8	3½
BEASTMAN	4	4	3	3	4	2	3	1	7	6	7	6	10
SLANN	4	3	2	3	4	1	3	1	8	7	9	9	7
TROLL	6	3	1	5	4	3	1	3	4	4	6	6	66
OGRE	6	3	2	4	5	3	3	2	5	4	5	7	38
TROGLODYTE	4	3	3	4	4	2	1	2	10	4	10	10	36
SKELETON	4	2	2	3	3	1	2	1	5	5	5	5	2½
COLD ONE*	8	3	0	5	6	5	1	3	2	4	9	9	127
HORSE*	8	3	0	4	3	1	3	0	2	2	2	2	1
WARHORSE*	8	3	0	4	3	1	3	1	3	3	3	3	2
WOLF*	9	4	0	3	3	1	3	1	3	4	4	4	2½

*+5 more points if used as a mount. E.g. Warhorse 7.



LEADERS

REGIMENTAL LEADERS

Every unit of 5 models or more must have a **Leader**. One of the models in the regiments can be appointed as the leader, it helps if you have a special leader model.

In combat the leader model always fights in the front rank, but he is never removed as a casualty except as a result of a challenge to **Personal Combat** (see below).

The leader can also be attacked and removed once all of his unit has been slain, and he is the last model standing.

CHARACTERS AS LEADERS

Character models, heroes, wizards, etc, may take over the leadership of a unit by moving into base-to-base contact. A character may only assume command if the Leadership value of the unit's current leader is equal to or less than his own. He then becomes the unit's new leader until he decides to leave the unit.

A character may not assume command of a unit which already has a leader with a Leadership greater than his own. He may still travel and fight with the unit, but is not in command and has no authority over the unit.

No character may lead more than one unit at a time. No unit may have more than one leader at a time, even if it includes additional characters.

PSYCHOLOGY

Psychology rolls are normally made using the personal characteristics of the troops. If a unit has a leader then he may use his own personal characteristics instead, he does not have to do so if he does not wish. In the case of normal leaders, characteristics will be the same as the rank and file troops.

Sometimes a unit of troops will be lead by a character whose psychology reactions are different to their own. For example, a unit of Trolls is subject to **Stupidity**, and a Dark Elf hero is subject to **Hatred** against other Elves. In a case such as this the psychology is combined, so that the Trolls and the Dark Elf become subject to **Stupidity and Hatred** against Elves. It is assumed the hero becomes entangled amongst the confusion, whilst he will take every opportunity to lead his unit against other Elves. **Both** tests can be taken using the Dark Elf's personal characteristics.

PERSONAL COMBAT

If two units are engaged in combat either leader may challenge the other to personal combat. The two models are moved so as to be fighting each other, and their combat is worked out separately from the other models. In practice you can use a different coloured dice to denote a leader's hits where necessary.

Damage caused on the leader must be recorded separately from damage on the rest of the unit. Any leader slain in personal combat is removed.

Any hero, champion, leader, wizard or other single character or monster model can challenge a leader or other character from a unit to personal combat.

REFUSING PERSONAL COMBAT

A leader or character can refuse personal combat by moving into a rear rank and taking no part in the combat. If there is no rear rank he cannot refuse the combat. A leader can force his unit to run away or rout in order to avoid combat. Refusing a combat will so totally destroy a leader's credibility in the eyes of his troops that his Leadership will drop to 1.



STANDARDS

Each unit of 5 models or more may include a regimental standard and/or a musician model. Both standards and musicians will improve the fighting abilities of your troops, creating a certain fighting spirit and sense of martial pride. However, the main reason for including standards and musicians in regiments is because they look good!

STANDARDS

Standards can take the form of a banner or trophy of some kind, a head or other grizzly bits on a pole for example. The model holding the standard fights exactly like any other rank and file trooper, he plants the standard in the ground or holds it in one hand whilst fighting.

The standard bearer model is never removed as a casualty whilst there are still some members of the regiment alive, it is assumed that the standard would be taken up by another trooper should its bearer be slain. A leader can take over a standard if all of his troopers are gone.

STANDARD BONUS

A unit with a standard may add +1 onto its **Leadership**, including that of the unit leader.

Should a standard be captured, however, the Leadership of the unit will drop minus 2 from its original unmodified level, as will that of the unit leader.

CAPTURING STANDARDS

In combat any unit which pushes back another may attempt to capture their standard. After working out the combat and push back, the combat victor declares that he is going to attempt to seize the enemy standard. Proceed as follows:-

1. Fight another round of combat **immediately**.
2. If the attacking side causes more casualties the standard is captured. The losing side is **not** pushed back by an attempt on the standard.
3. If the attacking side does not capture the standard it has been successfully held. The successful defenders are bolstered by their success and **discount** the push back that they already have against them.

A standard may be recaptured in the same way.

ROUTED UNITS

Units which rout automatically lose their standard.

MUSICIANS

Common musical instruments include drums and horns, although any suitably noisy device will do. Some creatures can make loud, offensive or distinctive noises, and these can be considered as musicians in their own right. As with standard bearers, the musician fights like any other ordinary trooper.

Musician models are never removed as casualties whilst there are still some ordinary members of the regiment alive, it is assumed that the instrument would be taken up by another trooper should the musician be slain. A standard bearer or leader can take over an instrument if all of the troopers are gone.

MUSICIAN BONUS

Musical instruments are used to co-ordinate a regiment's movements and manoeuvres. A unit with a musician may turn with only half the normal penalty.

ROUTED UNITS

Units which rout automatically lose their musical instruments.



CHAMPIONS AND HEROES

TABLETOP HEROES

On the tabletop character models representing individuals take the form of heroes or wizards. Wizards are discussed in full detail in the separate **Magic** volume. Heroes are individual models representing heroic personalities, people of an altogether tougher, meaner and more powerful disposition than your average trooper.

Any role-playing character from any role-playing game can be used in a Warhammer battle, just so long as the GM works out the profiles and a fair points value where appropriate. **Warhammer Role-Play** characters can be used directly in any Warhammer battle, with no need to change any of the profiles except for taking the Wounds from the minor to the major scale.

The hero types that follow have been worked out to provide players with a wide selection of heroes, but not an exhaustive one. GM's should not feel under any compulsion to use the standard types, and can make any modification they wish in order to provide a wider selection, or to further limit those given.

TYPES OF HERO

We give three grades for heroes; **Champions**, **Minor Heroes** and **Major Heroes**. To create either of these grades take the basic creature profile for the type and add on as described. Except for Wounds and Attacks, no modifier can take a characteristic above 10.

CHAMPIONS

Every regiment of 10 models or more may include a **Champion**. Champions are always associated with units, they are treated as being ordinary members of their unit except that they are better fighters. Champions may not leave their units. No regiment may have more than one champion.

When working out combat always fight the champion separately, because of his improved profile. Champions of opposing regiments will always fight each other if opportunity permits. Champions can also be unit leaders if the player wishes. Leader/champions may be challenged to personal combat by enemy leaders and champions, in such a case they will have to fight one enemy model at a time (not both at once!).



CHAMPION PROFILES

A champion will have a normal profile as the rest of the regiment with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+1	+1	+1	-	-	+1	-	-	-	-	-

The points cost of a champion can be found by reworking out the new stats from the PV formula. This will normally be +2 points, unless the extra amount pushes the total to more than 10 points, in which case a standard PV modifier will be applied (see page 33).

MINOR HEROES

The minor hero model may move around independantly of units or other characters. He may decide to join a unit if he wishes, and may even take command of it (assuming he has enough Leadership). He is free to leave the unit anytime so long as it is not routing or subject to some inhibiting psychological reaction.

MINOR HERO PROFILES

A minor hero will have a normal profile as for his type, with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+2	+2	+1	+1	+1	+2	+1	+1	+1	+1	+1

The points cost of a minor hero can be found by reworking out the new stats from the PV formula. This will be +13 points, but as this will always push the total cost above 10 points there will be a further modifier (see page xx).



MAJOR HEROES

The major hero model may move around independantly of units or other characters in the same way as minor heroes. Major heroes are powerful models, and the GM might like to place a restriction on the number available. We normally allow 1 major hero as part of each full 1000 PV of the army.

MAJOR HERO PROFILES

A major hero will have a normal profile as for his type, with the following modifications.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+3	+3	+1	+1	+2	+3	+2	+2	+2	+2	+2

The points cost of a major hero can be found by reworking out the new stats from the PV formula. This will be +23 points, but as this will always push the total cost above 10 points there will be a further modifier (see page 33).

HEROES AND MAGIC

There is no reason why at least some heroes shouldn't have access to magical items, armour or weapons. On the whole it is best to leave this up to the GM. Remember that a game unbalanced by too many or too powerful magic artifacts will prove difficult to control and generally unsatisfactory. The GM, as the man on the spot, is the best person to make decisions about such things.

In our own games champions only very rarely utilise magical equipment (approx. 10%), minor heroes more likely to have magical equipment (50%), whilst major heroes have a reasonable chance (75%). Circumstance will, naturally, influence the probabilities where appropriate.

UNUSUAL HEROES

GMs should feel free to create champions, minor heroes and major heroes for any creatures, no matter how unusual. For instance, Dragons, Undead creatures or animals. However, a good GM will always keep these 'mega-critters' for special occasions. After all, there is little point in having a whole game spoiled by a sudden incursion of Shrew major heroes.



WEAPONS

DIFFERENT WEAPONS

In the basic game each creature type fights and causes damage equally, whether armed with a sword, double handed axe, spear or whatever. These rules allow you to introduce **Weapon Differentiation**: different weapons being harder or easier to use, and more or less damaging in their effect. Large heavy weapons, such as a double handed axe, are relatively clumsy and difficult to master, but a hit from such a weapon would cause horrendous damage.

Many gamers place great faith in choosing the 'right' weapon, and devoutly believe that small swords are faster and handier than long swords, and long swords are more nimble than spears etc. The rules that follow reflect these generally held convictions. Weapons don't make as much difference in combat as is usually believed - weapon familiarity is much more important. GMs who favour a more 'weapon orientated' system may wish to amend, or add to, the weapons listed below and are free to do so.

Bonuses are cumulative.

WEAPONS USED ON FOOT

HAND WEAPONS

These include **maces, axes, clubs, hammers, picks, flails** and most **swords**. All of these weapons count as the same in combat, with victory depending on the individual rather than any comparatively insignificant advantage conferred by the weapon itself.

IMPROVISED

This is a broad class for weapons acquired in the heat of the moment; bottles, rocks, chair legs and so on. It also includes agricultural and industrial tools; such as non-military **hammers, shovels, pitchforks, hedging-hooks** and the like. Most of these are badly balanced, and so are difficult to use and less effective than more conventional means of attack.

TO HIT	-1	Against all troops
ARMOUR	+1	On the saver's dice roll (giving him a minimum save of 6)

KNIVES

Knives and **daggers** are easy to use and readily concealed. However, they are too light weight to have much effect, especially on armoured troops.

INITIATIVE	+1	Against all troops
TO WOUND	-1	Against all troops
ARMOUR	+1	On the saver's dice roll (giving him a minimum save of 6)

SPEARS

Spears comprise of a spearhead mounted on a shaft up to 12 feet long. The main historical advantage of the spear is that it is cheap to produce, and makes an effective barrier of spear points en mass, especially against mounted troops.

INITIATIVE	+1	So long as the unit is was not pushed back last turn.
INITIATIVE	+1	If striking against cavalry so long as the unit was not pushed back last turn.
TO HIT	+1	Against troops attacking from the air.

Because a spear is quite long it is possible to fight in two ranks. A model may fight if he is stood directly behind another spear armed model belonging to the same unit. A model fighting from a rear rank suffers a -1 'to hit' and 'to wound' dice modifier.

DOUBLE HANDED

This comprises of heavy cutting or crushing weapons which are wielded in two hands. **Two-handed axes, clubs, maces, hammers, flails, picks** and **swords** for example, as well as **Halberds** and similar weapons. These weapons are cumbersome, and as they require two hands to use, shields may not be employed by troops fighting with them.

INITIATIVE	-1	Against all troops
TO WOUND	+1	Against all troops
ARMOUR	-1	From the saver's dice roll



NETS

A net can be made of heavy cord or even chain mail. It will require one hand to hold, and may be used defensively as a shield or offensively as a weapon.

If used as a shield the net will confer the usual saving throw. If used as a weapon the net gives its user an extra attack. The net attack is always made **just before** the creatures normal attack/s, this is because the results of the net attack will modify the normal attack.

TO HIT +1 Against all troops.

Any models hit by the net are not damaged, so there is no 'to wound' roll. Instead, they are **entangled** for the remainder of that turn. Any model which is entangled cannot do anything at all, he may not make any further attacks, and cannot defend himself properly. The net user now makes his normal attack/s, use the following additional modifiers if the net attack has been successful.

TO HIT +1 Against all entangled troops

TO WOUND +1 Against all entangled troops

ARMOUR -1 On the **saver's** dice roll

At the end of the turn surviving entangled models are assumed to have escaped.

Large creatures are more difficult to net than small ones. To simulate this each single net hit entangles not one model but 1 Wound of one model. So, most normal creatures, which have only one Wound, will be entangled by one hit. A large creature such as a Troll, would need to be hit by three nets because it has three Wounds. Add up the number of hits scored against each unit of troops and divide by the number of Wounds they have. This will give the number of entangled models. Odd hits are ignored.

Example. 10 Lesser Goblins try to net the unit of Ogres they are fighting, scoring a total of 4 net hits. Ogres have 3 Wounds each, so 1 Ogre is entangled.

BALL AND CHAIN

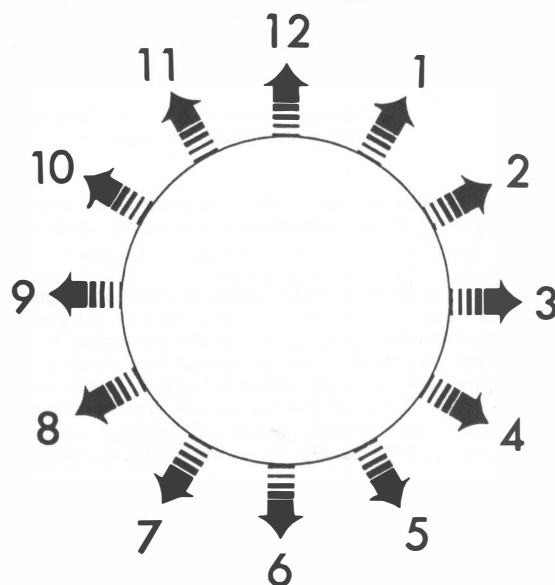
This is an unusual weapon, and not one employed by normal, sane, sensible troops. The only known users are the twisted, savage Goblin Fanatics: warriors driven to battle by mind-warping torture and unnatural intoxicants.

The weapon comprises of a very large metal ball fixed on to a length of chain. Each ball-and-chain warrior is represented by two different models, one model carrying the ball-and-chain and another model swinging it around. The first model is mounted on a normal 20mm x 20mm base. The second model is mounted on a circular base radius 1" representing the effect area of the weapon. Only one model is placed on the table at a time.

Ball-and-chain warriors may be mixed into units of normal troops or can form small units. The unpredictable nature of the weapon makes it impractical to have a high number of them.

When a ball-and-chain warrior comes within 8" of an enemy he immediately starts to whirl his weapon around his head, moving towards the enemy as he does so. Remove the square based model and place on the circular based one. Movement and subsequent attacks are done out of the normal turn sequence, and can happen in either the warrior's own turn or that of his enemies; attacks start as soon as enemy come within 8" regardless of whose turn it is or the portion of the turn.

Each warrior is moved 2D6" in a biased random direction. The controlling player nominates the direction in which he wants the individual to move, and this is taken to be 12 o'clock on the chart. The player rolls a D20. The chart below indicates the actual direction moved. Scores of 12-20 count as 12.

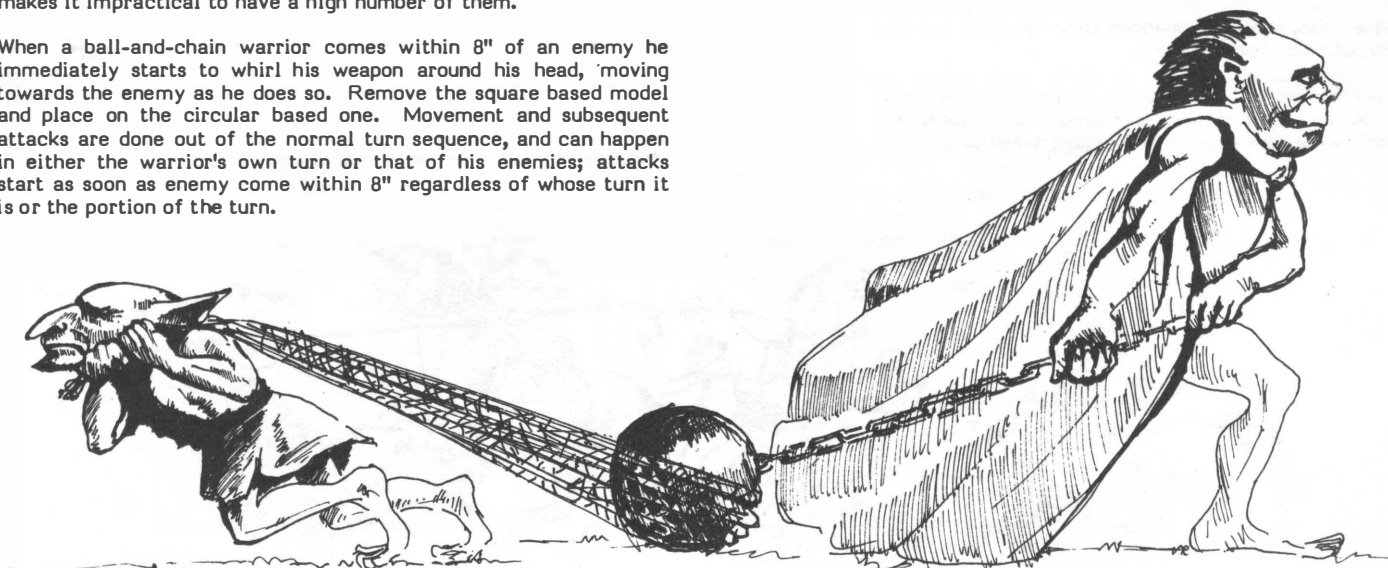


Each warrior moves the full distance indicated on 2D6, and can move straight through bodies of troops, possibly attacking two or more units during the same turn. Each unit contacted whether friends or foes, receives D3 Strength 3 hits (except for the warrior's parent unit - as it is assumed he doesn't start whirling about in earnest until well clear).

After moving and working out any damage caused, the warrior **must** throw his ball-and-chain. The controlling player nominates the direction he would like the ball to go in, and this becomes 12 o'clock on the chart. The player now rolls a D20 to find the actual direction of the throw. A score of 1-12 gives the direction on the clock chart. A score of 13-20 indicates that the throw has gone horribly wrong, and the warrior has succeeded only in throttling himself causing no damage, but killing him.

A successful throw will travel 12" and strike the first unit in its flight path. A unit struck receives D3 Strength 4 hits.

Once a warrior has made his throw he is overcome by exhaustion and is removed from play.



PIKES

Pikes are similar to spears but longer, between 12 and 24 feet. Most pikes average between 16-18 feet. Pikemen rely on the mass effect of many pike points presenting a solid hedge of steel to their opponents. In practice the pike is a difficult weapon to use, especially over difficult terrain.

INITIATIVE +3 So long as the unit was **not** pushed back last turn

INITIATIVE +3 If striking against cavalry so long as the unit was **not** pushed back last turn.

All Initiative bonuses are lost if the unit passes over any **obstacles** or **difficult ground** during movement. Following up is permitted without this penalty.

Because pikes are so long it is possible to fight in more than one rank. Models stood in a second rank may fight so long as they are directly behind another pike armed model belonging to the same unit, but suffer a -1 'to hit' and 'to wound' dice modifier. Models stood in a third rank, directly behind a fighting second ranker may fight, but suffer a -2 'to hit' and 'to wound' dice modifier. Models stood in a fourth rank, directly behind a fighting third ranker, may fight, but suffer a -3 'to hit' and 'to wound' dice modifier.

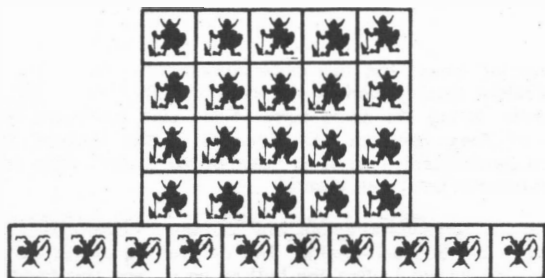


Diagram. First rank fights normally
Second rank -1 to hit, -1 to wound
Third rank -2 to hit, -2 to wound
Fourth rank -3 to hit, -3 to wound

A pike unit pushed back will become tangled and confused, and so may only fight in a single rank, like other troops.

Pikemen cannot simply drop their weapons and draw swords whilst in combat, they must complete that combat using pikes. Otherwise, they can abandon their weapons anytime they like, but cannot take them up again.

Pikemen cannot enter houses, cannot use their weapons in tunnels, small rooms or in similar cramped situations, and cannot throw their weapons - even as improvised missiles.



WEAPONS USED BY MOUNTED TROOPS

HAND WEAPONS

Hand weapons can be used by mounted troops.

TO HIT +1 So long as the unit was **not** pushed back last turn.

IMPROVISED WEAPONS

Improvised weapons encompasses those used by foot troops. **Double handed weapons** and **pikes** also count as Improvised when used by mounted troops. A mount is far too unstable to allow the satisfactory use of these weapons.

TO HIT -1 Against all troops.

ARMOUR +1 On the **saver's** dice roll

KNIVES

Knives and **daggers** can be used by riders, and confer the same bonuses as for foot troops.

INITIATIVE +1 Against all troops

TO WOUND -1 Against all troops

ARMOUR +1 On the **saver's** dice roll

SPEARS

Spears comprise of a spearhead mounted on a shaft up to 12 feet long. Used by mounted troops the spear is an ideal impact weapon, but can be used throughout combat unlike the unwieldy lance.

INITIATIVE +1 So long as the unit is was **not** pushed back last turn.

TO HIT +1 So long as the unit was **not** pushed back last turn.

TO WOUND +1 If the unit charged into combat this turn

LANCES

A lance is a very long spear used underarm or 'couched'. The lance is only effective during the first turn of combat, when the rider charges in at maximum impetus. After the first turn troops armed with lances count as having **hand arms**, most of them dropping their longer weapons and drawing swords, the remainder using the butts of their lances like clubs or maces.

INITIATIVE +2 If the unit charged into combat that turn

TO HIT +1 So long as the unit was **not** pushed back last turn.

TO WOUND +2 If the unit charged into combat that turn

SKIRMISH FORMATION

SKIRMISHERS

Skirmishers are troops trained to fight in a loose or dispersed formation. Normally the individual members of unit must remain in base to base contact with each other. Skirmishers, however, are an exception. A skirmish unit can adopt a loose formation in which the individual models are **not** in base to base contact. In a loose formation there may be a gap of up to 2" between bases. Each model **must** be within 2" of at least one other model belonging to the same unit (measuring base to base).



Example - A skirmish unit in normal formation.



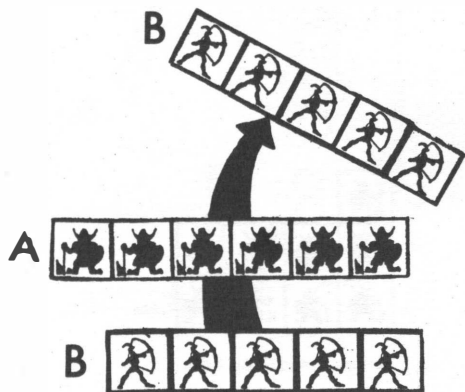
A skirmish unit in loose formation.

Although a unit in skirmish formation will present gaps in its frontage the unit is still considered to be a whole continuous line. Enemy troops cannot move or fire through a line of skirmishers any more than they could a line of normal troops. Friendly troops also treat skirmishers as a normal unit and may not move through them. The only exception to this is **Interpenetration**.

Individual characters may not be skirmishers. Large creatures or monsters, or any creature over 10' high or with multiple wounds (2 or more) or a creature subject to frenzy may not be a skirmisher.

INTERPENETRATION

A skirmish unit may move through a friendly stationary unit that is not engaged in hand-to-hand combat. They may do this even if they are in close base-to-base contact, it is assumed they spread out and then close in again to form a cohesive formation.



Unit A remains stationary

Unit B comprises of skirmishers who move through unit A

A skirmish unit may move through another friendly skirmish unit that is not engaged in hand-to-hand combat. They may do this even if both units are in base-to-base contact, it is assumed they spread out and then close in again to form a cohesive formation.

MISSILE FIRE

A skirmish unit may fire missiles all round, even if they are facing the wrong way. Their extra mobility allows them to make any necessary turns; enabling them to do this without penalty.

CHARGES

A skirmish unit can be armed in any manner (except that they cannot carry pikes), and can wear as much or as little armour as they like. However, they are trained to avoid combat, and so are usually lightly armoured and carry missile weapons.

A skirmish unit that is **charged** by non-skirmishers will always **run away**. This may mean they get caught in the back and slaughtered, nevertheless they will still try to run away. A skirmish unit in close base-to-base contact is still a skirmish unit, and will run away when charged.

A skirmish unit that is charged by enemy skirmishers will fight normally, although they may run away if the player wishes.

A skirmish unit that is attacked from the air will fight, usually they will fire prior to combat.

Skirmishers may **not** charge other troops, except for other skirmishers or single models more than 4" away from any friends.

MOVEMENT

Skirmishers may move over **difficult ground** without penalty. Skirmishers may move over a single **obstacle** without penalty, but lose **half of their** move for crossing a further obstacle (round fractions up to the nearest half inch.)

Example - a skirmisher with shield and breastplate has a movement allowance of $3\frac{1}{2}$ ". He may move through woods, bogs or other difficult terrain at full rate. During his movement he may cross any one obstacle without penalty. If he encounters a second obstacle, such as a hedge, his movement is reduced by half ($1\frac{3}{4}$ " rounded up to 2"). If the reduced distance is not sufficient to take him over the obstacle the character must halt in front of it.

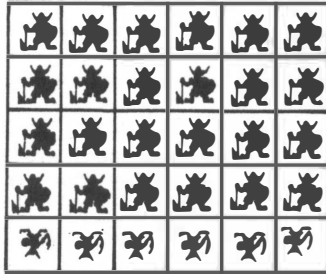
USING SKIRMISHERS

A player may declare any of his units to be 'skirmishers' at the beginning of the battle. Skirmishers are useful for providing missile cover and for investigating buildings, woods or other terrain features. In combat skirmishers are all but useless! A few of these manoeuvrable troops will be handy in most games, but too many could seriously weaken your fighting potential.

THE PUSH

FORMATION DEPTH

This **Advanced Rule** simulates the extra impetus of a deep formation in combat, allowing massed ranks of troops to punch their way through a more sparse enemy. The illustration below depicts a 4 deep unit attacking a single line of troops, only the shaded models may actually fight.



Although the number of models that can fight is the same on both sides (6), the deeper formation will gain an advantage from having additional ranks.

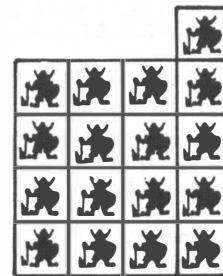


THE PUSH RULE

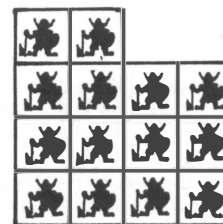
During combat work out casualties as normal. The losing side will be **pushed** back in the normal way and must test for a **route**.

If the unit which has won the round of combat is 2 ranks or more **deeper** than the losing unit, and at least **4 models wide**, the losing unit must -1 from their Leadership score for each full rank advantage the winning unit has. This penalty is imposed only for the purposes of the rout test, and, if the test is passed, the Leadership returns to normal.

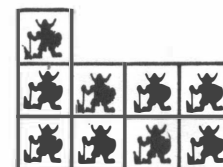
When applying the push rule **only full ranks count** as shown in the examples below.



A four rank deep unit.

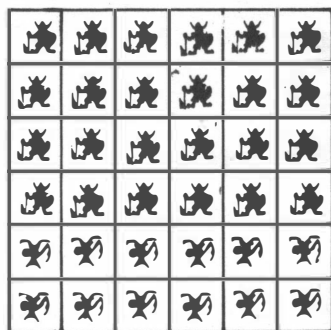


A three rank deep unit

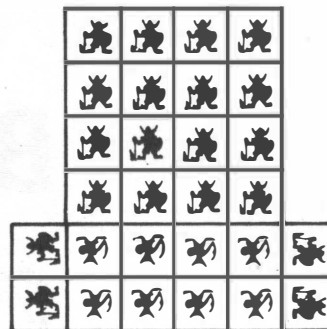
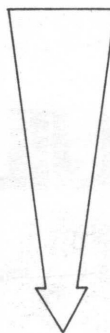


A two rank deep unit

Models which have overlapped are not considered to be part of the front rank, and so do not effect the depth of a unit.



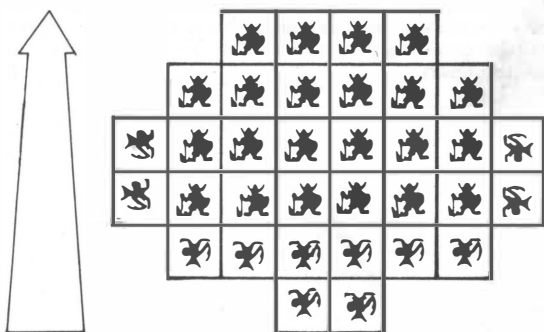
This unit is 4 deep.



In the next combat round unit A pushes back unit 1, causing 2 casualties against 0. Because unit A is in 3 ranks, and unit 1 is in 1 rank, there is a depth advantage of 2. Unit 1 must make a rout test with a -2 modifier because unit A has a 2 rank advantage.

THE PUSH RULE IN PRACTICE

In the illustration below unit A and unit 1 are in combat. Unit A has a frontage of 6 models and a depth of 4. Unit 1 has a frontage of 6 models and a depth of 2.



During the first round of combat unit 1 pushes back unit A, causing 2 casualties against 1. Unit A tests for routing and passes. Unit 1 follows up and overlaps as shown.



BUILDINGS

The following rules have been formulated by us over a great many games. They are designed to allow the GM to control a player's movement in, out and within buildings without going to the trouble of producing complicated maps and diagrams.

BUILDINGS AND DAMAGE

Buildings, fortifications and other solid constructions, such as walls, floors, ceilings etc, may be damaged by combat or missile hits of sufficient potency. In hand-to-hand combat all hits are automatic. Large creatures with sufficient Strength may try to tear down buildings - scoring automatic hits with the normal number of attacks.

Buildings and free-standing walls are divided into sections. Each section can survive a number of Wounds just like creatures. The results of hits must be recorded. The following types of building are examples.

Mud/Straw Huts, Light Wooden Shacks - Toughness 7 Wounds 2 per section.

Timber/Stone/Concrete Building - Toughness 7 Wounds 5 per section.

Stone/Concrete Tower - Toughness 7 Wounds 10 per section.

Free-Standing Brick/Stone/Concrete Wall - Toughness 7 Wounds 5 per 4" section

Wooden or Improvised Barricade - Toughness 6 Wounds 5 per 4" section.

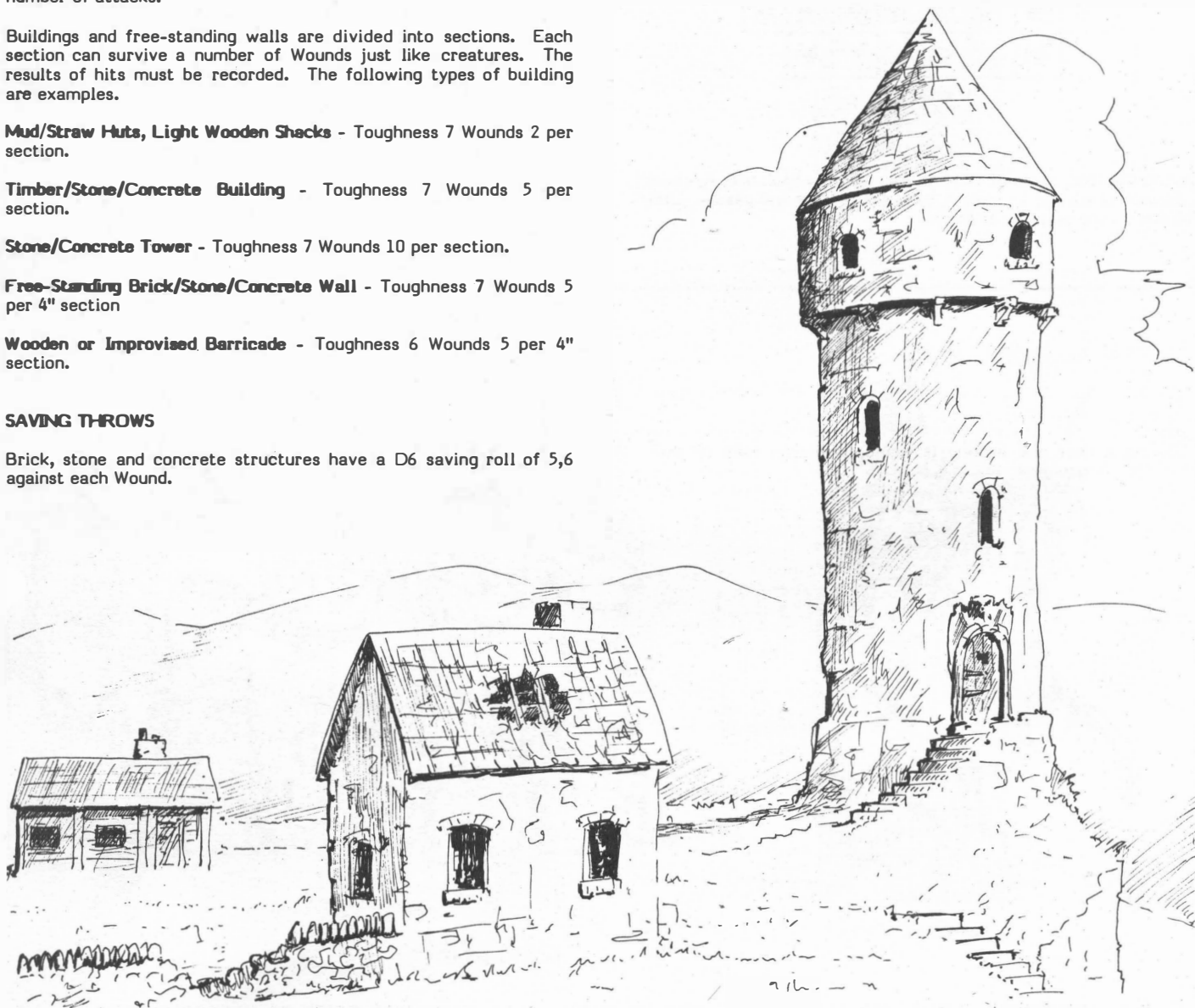
SAVING THROWS

Brick, stone and concrete structures have a D6 saving roll of 5,6 against each Wound.

SECTIONS

A free-standing wall section comprises of a length of up to 4". All walls which are not actually structurally part of a building are free-standing, although they may butt onto a building, or form part of an open enclosure, such as a field boundary or cattle pen.

A building section is approximately 4" x 4". If a building has any dimension greater than 4" it may be considered to be two or more building/sections of roughly equal size. Each section takes separate hits, and may be destroyed leaving the rest of the building intact. It is up to the GM to decide whether buildings comprise of multiple or single sections, and he should make this clear to the players before the game begins. Preferably he should have the information written down.



COLLAPSE

A building/section which loses all of its Wounds will collapse. Troops inside or on top of a collapsing section will receive 1 Wound. They have a normal save for any armour they are wearing.

HACKING THROUGH DIVIDING WALLS

If troops are appropriately equipped they can try to hack their way through interior walls, roofs, floors etc. Hits are automatic. Any single successful Wound onto the wall area creates a hole big enough to allow the passage of one human sized creature during movement. Passing through the hole take up a model's entire movement allowance. Wounds on dividing walls do **not** count as Wounds onto the building.

Toughness of walls is as follows:-

Wall	Toughness
Solid Timber Wall	7
Light Wooden	6
Wattle and Daub or Thatch	5
Most Floors - wooden or clay	7
Light Floors reeds or matting over wooden frame	6

DOORS

Opening a door and passing through counts as crossing an obstacle. Closing a door behind you also counts as an obstacle. Unlocking, locking, bolting or unbolting a door each count as an obstacle. Moving through a doorway littered with the remains of a broken down door counts as crossing an obstacle.

Crossing an obstacle loses the model **half** of its total movement allowance. If you have any remaining movement left, round any fractions up to the nearest half inch.

Examples. A character can:-

Unlock a door, open it and pass through taking up the complete movement allowance.

Closing a door and locking it would, similarly, take up the complete movement allowance.

Unlocking and unbolting a door would take up the complete movement allowance.

Only one model may occupy a standard doorway at one time. If a door is standing open this will present no problem, and the only limitation on the number of models that can pass through is their movement allowance. As an approximate guide 4 models moving 3½" can pass through an open door during a single turn. If a door needs to be opened then only 2 models may pass through during the turn. If a door needs to be unlocked, or unbolted, and opened then only 1 model may pass during the turn.

If a door is locked, or bolted from the other side, it will have to be broken down.

Door	Wounds	Toughness
Re-inforced Door as in public buildings	4	7
Solid Timber Door	3	6
Light Wooden Door as in domestic interiors	1	6

MOVING WITHIN BUILDINGS

The ideal way to deal with such movement is to draw out scale building maps, complete with stairs, doors etc etc. This method is a lot of work for the GM.

During a tabletop battle it is easier to adopt a few simple rules:-

Once a model has entered a building it may move from one building section to another using its **entire** movement allowance. If movement allowance is expended on doors (opening, closing etc) the model cannot move to another section that turn.

Models may not reserve move inside buildings.

A model may move up, or down, one level instead of moving horizontally. It is assumed stairs are used.

Open doors may be passed without penalty. Closed doors must be opened. Bolted or locked doors must be unlocked/unbolted or before they can be opened. Alternatively doors can be broken down.

Members of a unit must remain within one section distance, and one floor level, of at least one other member of the unit.

Models may move freely within a building section so long as they are not trying to open/close, lock/unlock or bolt/unbolt doors.

These brief rules are all you really need to control movement within buildings in most games. The GM must be prepared to apply common sense in any situation not covered above.

FIRING FROM BUILDINGS

Troops firing from buildings count as being behind cover. Troops firing from roof tops are behind cover to troops on the ground, but not flying troops or troops on a higher building level. The GM must use his discretion when allowing firing from windows. If your buildings have windows indicated, then one model may fire from one window. If your building models aren't quite so sophisticated allow one window per full 1", remembering to allow for door space where appropriate.

BUILDINGS AND FLYING TROOPS

This chart shows the relationship between altitude levels for flying creatures and height levels for buildings. Obviously buildings could vary a great deal, and sometimes it may be necessary for the GM to specify the altitude level of a structure.

Height Level	Building Level
High	From the roof of the 10th storey upwards.
Low	From the windows of the 2nd storey to the windows of the 10th storey.
Attack	The roof of the 1st storey.
Ground	First storey windows.

A flying creature taking off from a Low or High altitude position need not climb to gain height, but can go straight into normal diving or level flight. A creature taking off from Attack altitude must still climb.

Example. A flyer taking off from the roof of a 1 storey building takes off from **Attack** altitude, and could climb 1 level to **Low**. A flyer taking off from the window of a second storey takes off from **Low** altitude and could climb 1 level to **High**.

FIRE

FIRE AS A WEAPON

Fire can be used as a weapon against both creatures and buildings. Some creatures even **fear** fire. Buildings can be damaged by fire, and can be destroyed by burning.

FLAMMABLE TARGETS

Fire weapons do normal damage for their type, so a flame arrow will do normal arrow damage for example. Flaming brands are treated as hand weapons as they are, in effect, clubs.

In addition a fire weapon will cause extra **Fire Damage** on flammable targets. Typical flammable targets are thatched roofs, building interiors, wooden buildings and most dry vegetation. Creatures are not usually flammable, the notable exceptions are **Mummies** and **Treemen**. It is up to the GM to use his common sense when deciding whether a target is flammable or not.

FIRE DAMAGE

A target hit by a flaming weapon receives fire damage automatically. Fire damage must be recorded by the GM. Depending on the weapon employed damage will vary.

Weapon	Fire Damage
Arrow	1
Torch	1
Bolt-thrower	D3
Stone-thrower	D6
Magic Fire Ball	D6
Magic Lightning Bolt	D4

Fire damage is recorded on each creature or building section seperately.

CREATURES

A flammable creature can take fire damage equal to its toughness. So, a creature with T3 will be destroyed by 3 points of fire damage. There is no save for armour.

BUILDINGS

A building hit by fire weapons will be effected as follows.

Fire Damage	Effect
1-9	The building is just smouldering, there is no other effect. Place a little cotton wool on the building to indicate the smoke.
10-19	The building is ablaze and acquires an additional D6 points of fire damage every turn from now on. Models inside the section

receive 1 strength 2 hit for every full turn they remain inside. Flammable models receive D3 fire damage points as well.

20-29

The building is now a raging inferno. The roof collapses causing 1 automatic wound on any creature inside (saving throws as normal). Flammable targets also receive D3 fire damage points. Any surviving models are placed outside of the building.

30

Once a building section has acquired 30 points it is totally destroyed.

SPREADING FIRES

If a building comprises of more than one building section fire may spread from one section to another.

Once a section has 10 points and is ablaze, fire will spread to adjacent sections at the rate of D6 points per turn.

PUTTING OUT FIRES

Each model actively trying to beat out a fire, and doing nothing else, cancels out 1 fire damage point. A bucket of water will cancel out 1 fire damage point. A chain of buckets can deliver as many buckets as there are members of the chain **minus** the distance in inches between the water source and fire.

The GM must improvise to cater for players who come up with other ways to put out fires. It is conceivable that some creatures, Dust Demons for example, could put out fires.

THE USE OF FIRE WEAPONS

A player may use fire weapons quite freely, although the GM may prohibit their use in any situation which he thinks is unreasonable. If it is pouring with rain for example.

PREPARING FIRE WEAPONS

Fire weapons take an entire stationary turn to prepare. Missile weapons must be prepared again every time they are used. So a unit of bowmen firing flame arrows would fire in every alternate turn. Brands take one stationary turn to prepare, but will remain alight indefinitely; it is assumed another torch is lit as the old one dies down.

RESTRICTIONS ON FIRE WEAPONS

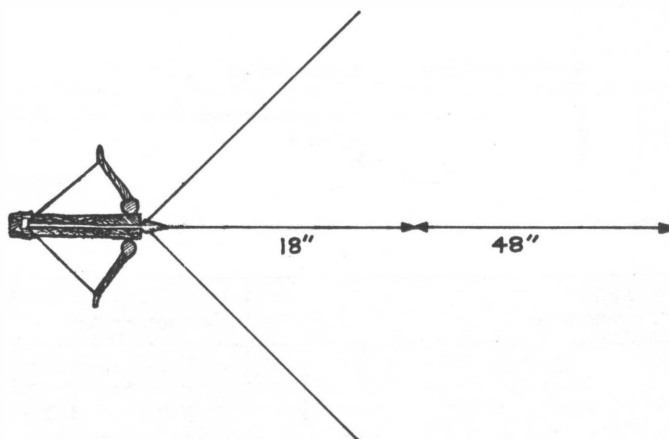
Fire weapons may not be employed from a mount, such as a horse.

When using fire weapons the maximum missile ranges are halved.

ENGINES OF WAR

BOLT THROWERS

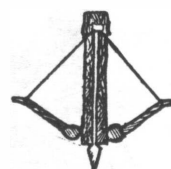
A bolt-throwing engine is designed to project a missile somewhat like a small spear or large arrow. There are several historical variants on the theme, providing plenty of scope for modellers.



The 90° arc for bolt-throwers, short range 18" long range 48".

Roll 'to hit' as normal. If you score a hit then the velocity and power of the bolt is so great that it causes 1D6 hits on the model struck. The strength of the hit is 6 at short range (up to 18") and 5 at long range. If your target has a saving throw remember to modify the score for being attacked by weapons with high strength hits.

If the shot slays the target then it will go straight through and hit another model in a second rank. The strength of the attack is reduced by 1 for each rank pierced in this way, but any number of ranks of the same unit may be pierced.



CREW

The standard crew for a bolt-thrower is 3 models.

MOVEMENT

















If a bolt thrower has wheels it can be pushed by its crew. Speed equals 1" per crew man pushing, upto a maximum of 3". Engines never reserve more, and may not cross obstacles or difficult ground.

If a bolt-thrower has no wheels it may be dragged 1" by a full crew of 3. Any bolt thrower may be turned during movement to face a new direction. A bolt-thrower which moves or turns to face a new direction may not fire that turn.

FIRING

An engine may be fired once during the shooting portion of your turn. When firing an engine use the characteristics given in the bolt-thrower profile.

To fire first select your target. Maximum range is 48", targets must lie within the 90° fire arc of the model. There is no minimum range.

1st rank -					1 model struck : D6 hits at 5
2nd rank -					1 model struck : D6 hits at 5
3rd rank -					1 model struck : D6 hits at 5
4th rank -					1 model struck : D6 hits at 5

An engine firing at a massed body of troops.

ATTACKING THE ENGINE

The engine has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The engine cannot be harmed by normal shooting because of its toughness, but another engine may have sufficient strength.

In hand-to-hand combat the crew use their own profiles, which will be normal for their type. Crew can abandon the engine anytime they like. If shot at by missiles the crew count the engine as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the engine may continue to fire, but must roll a D6 to determine whether the engine is ready.

Number Of Crew	Score Needed
3	Firing is automatic
2	4,5 or 6
1	6

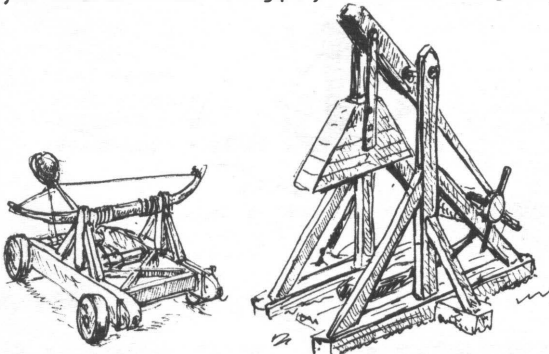
PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6/5	5	2	0	0	0	0	0	0

* see text
A = 0 for close combat.

STONE THROWERS

A stone-throwing engine is designed to cast a large stone or similar shot. As with bolt-throwers there are several historical variants, many of which offer interesting projects for modelling.



CREW

The standard crew for a stone-thrower is 3 models.

MOVEMENT

If a stone-thrower has wheels it can be pushed by its crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Engine never reserve more, and may not cross obstacles or difficult ground.

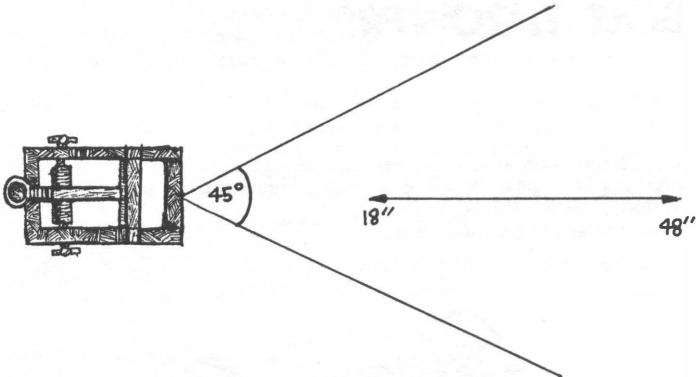
If a stone-thrower has no wheels it may not be moved, it is simply too heavy.

During movement any stone-thrower may be turned to face a new direction, even if it has no wheels. A stone-thrower which moves or turns to face a new direction may not fire that turn.

FIRING

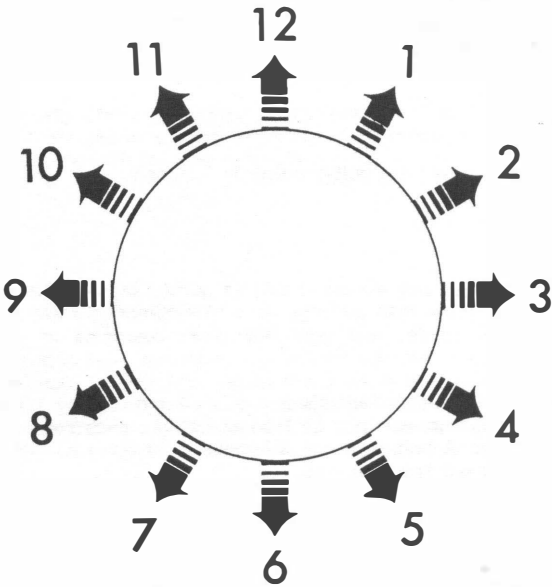
An engine may be fired once during the shooting portion of your turn. Use the characteristics given in the stone-thrower profile.

To fire, first select your target, this can be point visible to the crew, or the middle of a formation which they can see. Maximum range is 48", the target must lie within the 45° fire arc of the model. Minimum range is 18", the machine cannot fire at under 18" range, although it is possible to strike targets within this range in the event of an accidental undershoot.



The 45° arc for stone-throwers. Minimum range 18", maximum range 48".

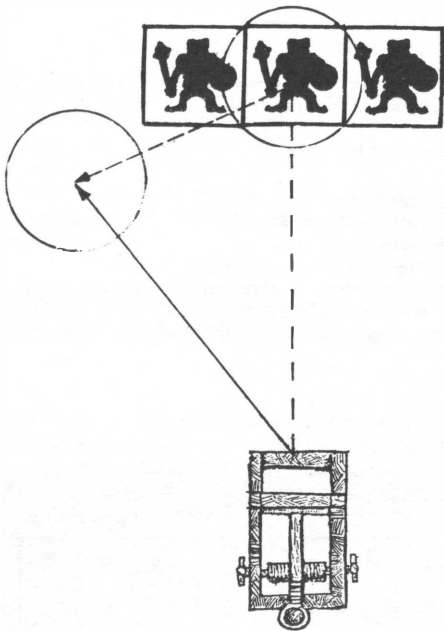
Having nominated your target point take an area effect template (this can be represented by a 1½" radius card circle). Place the centre of the template directly over the target point. Now roll a D20 to see if you have hit.



Clock-face chart 13-20 = direct hit.

A score of 1-12 indicates that the shot has veered off in the direction shown. Roll a D6, move the centre of the template this number of inches in the direction already established.

Example: The firer rolls a D20 and scores 8 - indicating that the shot has fallen to the left and slightly short. The D6 indicates that the shot lands 4" away from the target point.



Every model whose base is either partly or wholly underneath the effect template may be hit. Roll a D6 for each potential model.

Score	Result
1,2,3	The model manages to get out of the way. No damage.
4,5,6	The model is hit.

Large models are less agile, and so more likely to be hit. Creatures over 10' tall add 1 to the dice.

Each model struck receives 1D3 strength 6 hits. Dice 'to wound' as appropriate. Remember to adjust any saving throws for the high strength hit.

ATTACKING THE ENGINE

The engine has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The engine cannot be harmed by normal shooting because of its high toughness, but other engines may have sufficient strength.

In hand-to-hand combat the crew use their own profiles, which will be normal for their type. They can abandon the engine anytime they like. If shot at by missiles the crew count the engine as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the engine may continue to fire, but must roll a D6 to determine whether it is ready.

Number Of Crew	Score Needed
3	Firing is automatic
2	4,5 or 6
1	6

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6	6	8	0	0	0	0	0	0

* see text
A = 0 for close combat.

BOMBARD

A bombard is a primitive form of cannon, firing a stone or metal shot. They are difficult to make and unreliable.

CREW

The standard crew for a bombard is 5 models.

MOVEMENT

If a bombard has wheels it can be pushed by its crew. Speed equals 1" per crewman pushing, up to a maximum of 3". Bombards never reserve more, and may not cross obstacles or other difficult ground.

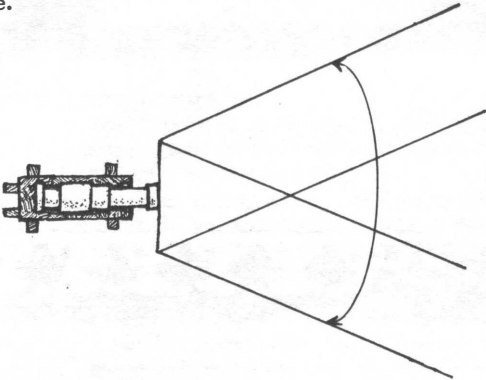
If a bombard has no wheels it may not move, it is simply too heavy.

Any bombard may be turned during movement to face a new direction. A bombard which moves or turns to face a new direction may not fire that turn.

FIRING

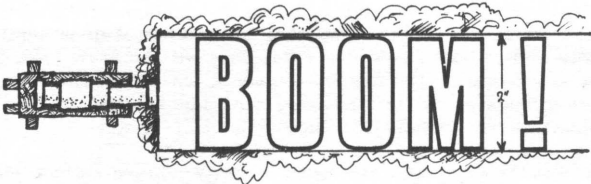
A bombard may be fired once during the shooting portion of your turn. When firing a bombard use the characteristics given in the bombard profile.

Maximum range is 48", the fire corridor (see below) must lie within the 45° fire arc of the model. There is no minimum range. Bombards may not fire up hill, at troops on higher slopes for example.



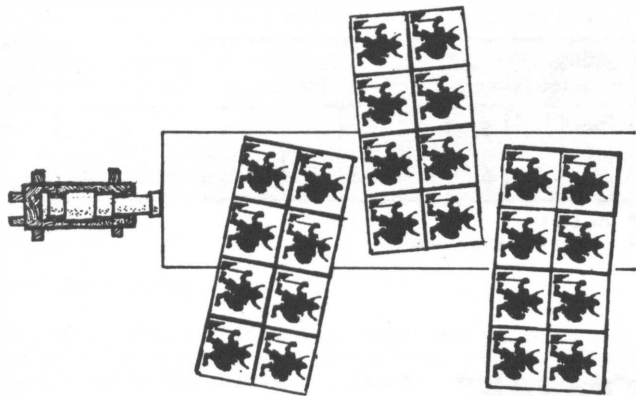
The 45° arc for bombards. Maximum range 48".

Bombards are so powerful that they cut a corridor of destruction through their target. This will be 2" wide as illustrated.



The 2" fire corridor illustrated.

ALL models within the 48" x 2" corridor are potential targets.



Targets in the fire corridor.

Roll 'to hit' for each target. If you score or hit on any target model it will actually receive 1 D6 hits at strength 6. If your target has a saving throw remember to modify the score for being attacked by weapons with high strength limits.

Fire corridors will be halted by hills, stone lines, obstacles, buildings or a 6th rank of normal troops. Buildings and walls may, of course, be fired at as targets.

Example



ATTACKING A BOMBARD

The bombard has nominal toughness and wounds as given, and can be attacked in hand-to-hand combat once all the crew have been slain or routed. The bombard cannot be harmed by normal shooting, because of its high toughness, but another bombard or engine may have sufficient strength.

In combat the crew use their own profiles, which will be normal for their type. Crew can abandon the bombard anytime they like. If shot at by missile men the crew count the bombard as soft cover.

REPLACEMENT CREW

If a crewman should be killed then another ordinary model may be drafted in from a nearby unit. If this is not possible the bombard may continue to fire, but must roll 1D6 to see whether it is ready.

Number Of Crew	Score Needed
5	Firing is automatic
4	4,5 or 6
3	6
2 or less	firing is impossible

THE RISK

If the first D6 'To hit' dice of any shot rolled turns up a '1' this means that the bombard has malfunctioned.

Roll a D6 to discover what happens.

- Does not fire try again next turn.
- Does not fire D3 turns to reload.
- Does not fire D6 turns to reload.
- Barrel cracks the weapon is now useless.
- Bombard explodes causing 1 strength 4 hit on each crew member. The weapon is now useless.
- Bombard explodes causing 1 D3 hits at strength 4 on each model within 5".

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	0	3	6	6	8	0	0	0	0	0	0

* see text
A = 0 for close combat.



CHARIOTS

The chariot can be a fearsome weapon, especially when pulled by aggressive creatures such as Wolves or Boars. The following rules can be used to accomodate almost any type of chariot, pulled by almost any kind of draft creature.

The Points Value of a chariot model, including pulling beasts and crew, equals the PV of the beasts pulling it and of the crew all at double points cost.

BASING CHARIOTS

The usual way of basing chariots is to mount them upon a single base including the draft creatures and the chariot itself. The base should be wide enough and long enough to accomodate the entire chariot.

LOAD

A span of draft creatures can only pull a certain load.

The load of a chariot equals the number of **Wounds** of its maximum crew x 2. So a chariot which can carry 3 Goblins represents a load of 1 (W) x 3 (crew) x 2 = 6.

Each creature in a span can pull a load equivalent to its own **Strength**. So a span of 2 Wolves can pull 3 (S) x 2 (span) = 6 points of load.

The load of a chariot does not decrease because it is not fully crewed.

MOVEMENT

A span of creature may pull a chariot at the normal speed for the creature type **minus 2"**. Chariots reserve move as normal.

MISSILE FIRE

Missiles must be aimed at the chariot, not the crew or draft creature: the chariot counts as a large target. Each hit scored may strike either the chariot body, a crewman or a draft creature. Roll a D6 for each hit.

Score	Strikes
1,2,3 or 4	Chariot Body
5	Crew
6	Draft Creature

COMBAT

THE CHARIOT FIGHTING

The crew and draft creatures have normal profiles for their type, damage on them is recorded separately from damage on the chariot itself.

In combat all members of the crew fight, including the driver. Crew can fight against any enemy in base-to-base contact with the chariot, whether to the front, sides or rear.

The draft creatures will fight against enemy to their front if they have attacks.

In addition to attacks from the crew and creatures the body of the chariot causes a certain amount of damage when it charges into contact. During the first turn of combat after a charge the chariot causes D3 automatic strength 4 hits to its front. A chariot fitted with scythes causes an additional hit per scythe (normally two).

THE CHARIOT'S ENEMIES

In combat troops fighting against a chariot **must** strike against the chariot using the WS of the chariot to determine their 'to hit' in the normal way. Any hits caused may strike the crew, draft creatures or chariot body in the same way as missile hits. Use the same chart to determine which is struck.

RESULTS OF DAMAGE

The loss of **crew** will reduce combat effectiveness. Once all of a crew has been slain or lost the chariot is automatically routed. The loss of a **draft creature** will bring a chariot to a halt. The crew may pile out and fight on foot.

When a chariot receives a wound roll a D10 to discover if a vital part of the structure has been damaged.

1,2,3,4,5 or 6	Nothing happens.
7	The chariot is badly shaken, pitching one of the crew overboard and breaking his neck, he is killed instantly and has no saving roll.
8	The axel snaps, and the chariot is brought to a sudden halt. Next turn the chariot skids D4" and stops. Any enemy unit contacted during the skid may be attacked.
9	The yoke-pole snaps. Next turn the span of draft creatures will continue to fight if in combat, and if not in combat will head off towards the nearest enemy, charging them if possible. The chariot is now useless, the crew may fight on foot.
10	The chariot loses a wheel, overturns and is destroyed. Crew may continue to fight on foot.

PROFILE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
*	3	*	4	4	5	3	*	As Crew-----			

* see text

FLYING CREATURES AND AIRBORNE ATTACKS

The **Battle Bestiary** indicates which creatures are capable of flight. There are three different kinds of flying creature.

SWOOPERS are strong flyers who can climb to great heights and dive down onto their prey. The giant eagle is a good example of a swooper.

HOVERERS are relatively weak flyers, but are capable of maintaining a more or less fixed aerial position. This allows them to sustain combat attacks against foes on the ground. Harpies are typical hoverers.

LANDERS are poor flyers, and in the air they are clumsy and slow. They are very bad at making attacks from the air, and often land before charging into combat. Some very large Dragons are landers.

The move distances for flying troops will depend on the creature's type, whether it is a swooper hoverer or lander, and upon whether it is climbing (going up), diving (going down) or flying straight. Look at the chart. As you can see it gives **two** move distances in each case. The first number is the **minimum** distance the creature can travel, the second is the **maximum** distance the creature can travel. No creature can travel faster than the maximum, and any creature attempting to fly slower than the minimum will fall out of the sky!

	CLIMB	DIVE	LEVEL
Swooper	4-8	12-28	6-16
Hoverer	1-4	1-12	1-10
Lander	4	14-16	4-10

HEIGHT LEVELS

There are three altitude levels **high**, **low** and **attack**. All aerial troops begin the game at **high** altitude.

High



Low



Attack



Ground



During the movement section of their turn, flying creatures may choose to **climb**, **dive** or **fly straight**.

Swoopers may move up or down by two levels during movement, from high to attack, for example. Hoverers may move up one level, or down two. Landers may move up or down by only one level.

Flying creatures must move in straight lines, without turns or wheels during their move. The player decides on the initial direction of flight, and moves the model accordingly.

Obviously, in reality flying creatures would be turning, banking and spiraling about, but this has already been taken into account in the minimum/maximum moves. Hence, swift or agile fliers are allowed to make very slow or variable moves, to simulate their banking or spiraling flight.

FLYERS AS TARGETS

Flying creatures at **attack** height can be shot at from the ground as if they were normal ground targets.

Creatures at **low** altitude can be shot at from the ground and count as being 10" further away than the horizontal distance.

Creatures at **high** altitude can be shot at from the ground and count as being 20" further away than the horizontal distance.

FLYERS AS SHOOTERS

Flying creatures can throw or fire missile weapons at the ground from any height. They count the range as the horizontal distance between the shooter and target, irrespective of their own height.

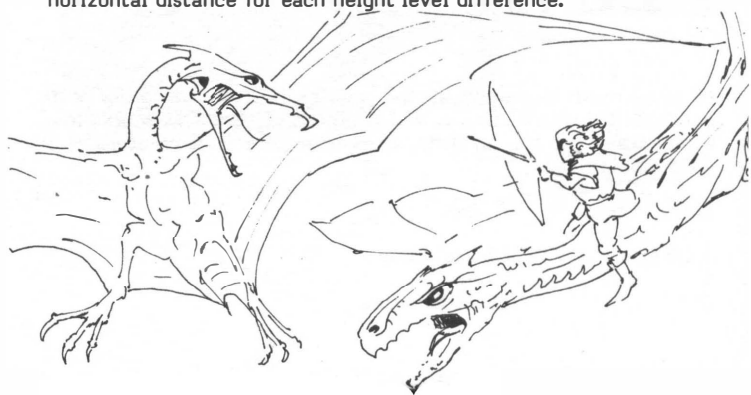
AERIAL SHOOTING

Flying shooters can fire at other aerial targets. When firing at lower aerial targets measure the horizontal range, irrespective of the height distance. When firing at higher targets add 10" to the horizontal distance for each height level difference.

MOVING AERIAL TROOPS

Aerial troops are not initially placed on the table. At the beginning of a battle they are assumed to be well out of sight and reach of friend and foe alike.

During their turn's movement, aerial troops may enter the air above the battlefield. They may enter from anywhere along their own starting edge: the model is placed at the edge of the table. It should be made clear that the model is flying, and not just moving along the ground. There are several ways of doing this, you can use a counter or piece of paper to signify that the model is 'in the air', or you could improvise a high level stand of some kind.



LANDING AND TAKING OFF

LANDING

Troops who end their movement at **attack** height may land if they wish.

Creatures who land during their turn may **not** then make a land move, they can make a land **reserve move** as appropriate.

TAKING OFF

Troops who begin their movement on the ground may take off to **attack** height, but no higher. Creatures cannot make a ground move and then an air move during the same turn, as this would mean they move twice.

COMBAT AGAINST GROUND TARGETS

Flying troops may only enter hand-to-hand combat from **attack** height.

Flying creatures cannot charge as such, and receive no movement or combat bonuses whilst entering hand-to-hand combat. They move directly above their target, and may attack any enemy below them. In practice it is very difficult to move models directly over other models, so it is acceptable to move flyers against their enemies as if they were normal ground troops. If a target unit is already engaged in combat it will be difficult, or even impossible to move the models in as you would wish. In such a case players will have to 'make do' as best as they can.

In ground combat any troops in base-to-base contact can fight. In flying combat a model, part of whose base is directly above or directly below the base of an enemy counts as being in base-to-base contact. Where doubts arise the GM decides which models may fight and which cannot.

If flying troops are attacking troops on the ground, the **flying troops always attack first**, even if they have lower Initiatives.

The flying troops roll to hit as normal, and resolve any wounds, saves etc. just as in normal combat. The ground troops roll to hit using their own Ws **but** the Ws of flying troops always counts as 10 when being attacked.

Flying troops may break off from combat anytime during their turn, and will often have to do so because of their minimum move distances.

Example.

5 Harpies, Ws 5, attack a unit of 20 men, Ws 3. The GM resolves that only 10 of the men are in base-to-base contact and can fight. The Harpies attack first as they are flying, although their Initiative is in fact lower than that of the men (2 as opposed to 3). Ws is 5 vrs 3 - a basic 4 'to hit'. The Harpies score 3, 4, 6 and 6 - a total of 3 hits. Resolving the hits they score, let us say, 1 kill and a single man is removed leaving 9 to fight back. The men have a Ws of 3 and count their enemies Ws as 10 because they are flying. Ws 3 vrs 10 gives a basic 8 'to hit' (needing 6's followed by 5's). The men score 2, 3, 3, 4, 4, 5, 5, 6 and 6, followed by 1 and 4, so they all miss.

PUSH BACKS

A ground unit which would be pushed back from the air may not move. The push back still counts as such. A unit routed by aerial attack will head towards it's own table edge. If a ground unit is pushed back by a combined ground and air assault, then it will be retreat away from the ground unit as with normal ground combat push backs.

An aerial unit that is pushed back from the ground **must** climb away from combat next turn.

COMBAT IN THE AIR

Enemy flyers can attack each other if they are on the same level, and they are in base-to-base contact. Combat is resolved as normal, opponents count as **flying** and so have a defensive Ws of 10. This makes aerial combat quite a risky business, with speeding combatants trying hard to score fleeting blows against their foes.

CHARGES, RUNNING AWAY, STAND AND FIRE

Flyers cannot charge as such, and receive no movement or combat bonuses whilst entering combat. Similarly, they may not run away from a charge or stand and fire. This simulates the fact that aerial movement would really be a simultaneous affair, with neither side having time to perform complex manoeuvres or prepare missiles.

COMBAT

Resolve combat as normal, taking hits in order of Initiative.

DROPPING THINGS

If a flying creature flies over a unit it may drop suitable missiles down onto it. This can be done at any height, including attack height, but **not** if the flying creatures are in hand-to-hand combat.

Dropping does not prevent the firing of missile weapons during normal shooting, it is additional.

Dropped objects typically include, stones, bricks, timber and other improvised items. You cannot drop normal missile weapons, throwing axes, javelins etc: such weapons must be thrown normally as part of shooting.

A unit of flying troops must land to collect suitable items to drop. Normally this means going to some theoretical off-table position, landing, collecting and returning with a full load. A unit going off table to make such a collection must wait for one full turn. At the beginning of each subsequent turn roll a D6. A score of a 6 indicates that the unit returns with replenished supplies of missiles. Place the unit at any point along their own table edge and move as normal. A unit may give up looking for missiles, and return to it's own player's table edge at the beginning of the next turn.

HITS FROM DROPPED ITEMS

Follow this procedure for each attacker.

1. Nominate a target point directly below your flight path.
2. Roll a D6.
3. Deduct
1 at High altitude
2 at Low altitude
3 at Attack altitude

The result indicates the distance the missile lands away from its target. A score of zero or less is a direct hit. Direct hits are resolved at the Strength of the creature dropping the missile, plus the height bonus, it is assumed larger creatures can carry heavier loads.

Height bonuses are added to the Strength of the creature to give a final attack Strength for the hit.

- 0 at Attack altitude
- 1 at Low altitude
- 2 at High altitude

Missiles which miss their targets can be ignored, and regarded as misses. Alternatively the GM can roll randomly to determine where they have landed, and the result of any accidental hits can be resolved.

ADVANCED PSYCHOLOGY

ALCOHOLISM

Certain creatures can be subject to **Alcoholism** as an additional psychological factor. Alcoholism is not like other psychological factors in that it must be acquired, and so is applicable to individuals or groups rather than to whole species. Humans are bad enough (especially Norse), but some Giants are utterly disgusting; spending almost all of their time in a complete stupor. Halflings are also known to be accomplished boozers, and can commonly be discovered lying inverted in drainage ditches, smashed out of their skulls on cheap cider.

The **Battle Bestiary** indicates which creatures are subject to alcoholism. Roll before the battle to discover if any of these types have been 'at the bottle'. Throw a D6 for each unit of troops - a score of 6 indicates that the creatures concerned have been boozing, and may suffer certain penalties. Heroes and wizards are rolled for separately, but champions will have been drinking if the rest of the regiment has.

Once a regiment or character is established as having been drinking roll 2D6. If the result is **equal to or less** than the creature's **Will Power** then the creature has managed to stay relatively sober. No effect.

If the result is more than the creature's WP the creature is well and truly drunk, and the following rules apply for the rest of the game.

1. The 2D6 dice result **minus** the creature's WP is deducted from each of the characteristics on the creature's profile. This cannot take a characteristic below 1.
2. The individual or regiment will not be able to march past any ale house or other source of alcohol. Should the regiment find itself within 4" of a potential source of booze it must investigate so long as it is not engaged in hand-to-hand combat. If alcohol is discovered the regiment will spend the rest of the turn drinking. Deduct 1 more point from each of the remaining characteristic scores. If S or T drop to zero the creatures have drunk themselves unconscious and may take no further part in the battle. Other characteristics may not fall to below 1.
3. Drunken Giants may stagger and fall as described in the **Battle Bestiary**.

INSTABILITY

Instability effects some Undead and all Etherial creatures as indicated in the **Battle Bestiary**. These creatures naturally belong in the **Planes of the Dead**, and can be effected by shifts between the world as we know it and their own plane. Such shifts are known as times of **flux**.

If your army include types effected by instability roll a D6 at the beginning of each turn. A score of a 6 indicates that a shift has occurred. Every friendly creature subject to instability will be effected. Roll a D6 for each unit.

D6 Result

- 1 The Planes of the Dead are no longer accessible from the real world. The creatures are trapped in this plane, where, deprived of supernatural strength, they become increasingly insubstantial.

Do not roll again for instability for the rest of the game -these effects are permanent. The creatures can no longer cause any physical damage in combat, although they can be effected by weapons and magic as normal for their kind. They still cause **fear** and other psychological effects as normal. In addition the troops become subject to **stupidity**.

- 2 The state of flux pulls the physical manifestation of the creatures back into the Planes of the Dead, only their ineffectual images remain.

Do not roll again for instability for the rest of the game -these effects are permanent. The creatures can no longer cause any physical damage in combat, nor can they be effected by normal weapons. They still cause **fear** and other psychological effects as normal. The creatures are automatically dispelled by hits from magical weapons or magic attacks.

- 3 The state of flux leaves the creatures confused and unsure.

The creatures may not move for the rest of this turn. If in combat the creatures fight at half effect, halving the number of hits scored. All hits caused on the unit that turn will automatically cause wounds where appropriate.

- 4 The flux draws some of the creatures back to the Planes of the Dead.

Remove D6 models from the unit, they do not return.

- 5 The flux brings the Planes of the Dead closer, enabling the creatures to acquire fresh vigour.

For this turn only the creatures fight with double their normal number of attacks.

- 6 The flux is very advantageous to the unit, and they gain great power.

For this turn only the creatures cannot be slain by any means what-so-ever. In addition all blows struck by them will be at +1 strength, or +1 effect for creatures with non-striking attack modes.

ANIMOSITY

Most armies content themselves with fighting the enemy; some armies, however, are not quite so single minded. Inter-regimental, tribal or even personal rivalry can often reach such a peak that ostensibly friendly units start fighting each other. Such a tragic break down in discipline is only common amongst Goblinoid creatures. Goblinoids detest everything; other creatures, themselves, but especially other Goblinoids. They will argue and brawl at the least opportunity, fights and even deaths are common.

All Goblinoid units are subject to animosity against other Goblinoid units. This applies to Goblins, Hobgoblins, Lesser Goblins, Orcs, Half Orcs and all cross-breeds.

A player whose army includes Goblinoids must test for animosity at the beginning of his turn. Any unit of Goblinoids within charge reach of another friendly unit will test. Roll a D6 for each unit, a score of a 6 indicates that the unit **charges** the nearest friendly body of Goblinoids.

A unit Leader may try to stop his troops reacting to animosity by testing on his Leadership. Roll 2D6, a score of equal to or less than the Leadership indicates that the Leader has successfully controlled his troops, and they behave normally.

Once in combat units of Goblinoids suffering from animosity attack each other as if they were enemies. During subsequent turns any inter-goblinoid combats will continue unless their Leaders can stop the fight. The Leaders of **all** units concerned must save on their Leadership for this to happen.

Animosity will cease to apply, and fighting units will automatically return to normal, in any of the following situations.

1. If enemy troops are within 12".
2. If **hated** enemy troops are within sight (essentially Dwarfs).
3. Heroes and wizards are never subject to animosity, and may leave a unit that is undergoing an animosity reaction should they so wish.



POISONS

Toxins are an interesting and vast subject, with lots of potential for the fantasy gamer. Poisons of various kinds may appear as potions, drinks or gases: in these forms they are of more relevance in a full-blooded role-playing game. Weapons can also be poisoned; a situation far more likely to be met with in a battle than any of the more subtle means of poisoning. Apart from these manufactured or prepared toxins, there are also those associated with venomous creatures, such as snakes.

The rules that follow cover poisoned weapons and animal venom, but do not go into the more complicated or subtle uses of toxins. The GM is welcome to further develop these areas if he wishes: more information can be found in **Warhammer Role-Play**.

POISONED WEAPONS

Ordinary weapons can be treated with poison to turn them into **poisoned weapons**. Each successful hit from a poisoned combat or missile weapon causes a single poison attack **as well as** possible normal damage.

Example. If a character is hit by a poisoned arrow he suffers normal damage from the arrow **and** additional damage from the poison.

Almost all weapons can be treated with poison. The only exceptions are crushing weapons, such as maces, which are unlikely to pierce skin. Maces, clubs, cudgels and hammers all come into this category, and may not be poisoned.

Only one type of poison may be applied to any weapon. Poisons are complicated chemicals and interaction generally negates any effect.

VENOMOUS CREATURES

Creatures which have a poison attack are usually described as **venomous** rather than poisonous. Animal venom works in exactly the same way as poison and can be treated as being the same to all intents and purposes.

A venomous creature scores poison attacks only from **Bite** and/or **Gore** hits. The bite or gore does normal damage, and then does additional poison damage. The **Battle Bestiary** contains full information on which creatures are venomous, and whether they have poisonous gores or bites.

USING POISONS ON THE BATTLEFIELD

In battle only a selection of the more deadly **Common Poisons** are used. Characters can carry poisoned weapons if they wish. Regiments can be equipped with poisoned weapons, but all the members of a particular regiment must use the same poison.

POISON AND VENOM EFFECTIVENESS

Venoms effect all of the groups of creatures listed below. Poisons only effect one group. The player may choose which poison group he wishes to use.

Group	Effects
Manbane	Humans, Dwarfs, Halflings, Pigmies.
Elfbane	Elves.
Blackroot	Orcs, Goblins, Hobgoblins.
Trollbane	Ogres, Trolls, Giants, Treemen.
Lizardbane	Lizardmen, Troglodytes, Slann.
Demonbane	Demons.
Truefoil	Were-creatures (in were form).
Beastbane	Monsters and Animals.
Graveroot	Undead.

Make a note of the group effect of the poison being used. Poisons **never** effect ethereal creatures.

POISONED ATTACKS

Poisoned weapons will cause normal damage as well. Work out the normal damage first, and remove any casualties in the normal way.

The number of **hits** caused equals the number of **poisoned attacks**. Poisoned attacks effect a victim's **Toughness**. For each hit roll D4-1, this is the amount of damage. Deduct the score from the victim's Toughness. Toughness reduction will effect a model's fighting abilities. Once Toughness is reduced to zero the victim has been slain.

When an entire regiment is being attacked with poisoned weapons work out the normal damage first, removing any casualties. Then work out the total damage from poisoned attacks.

Example. 3 hits = 3 poisoned attacks. $3 \times D4-1 = 3, 2$ and 2 total 7.

Remove whole models and record any remainder as you would for wound damage.

Example. 7 Toughness damage on a unit of humans (T3), equals 2 men dead and 1 remainder.

Wound and Toughness damage are recorded separately and effect different individuals in a unit. An individual character suffering a poisoned attack will, of course, reduce both his Wounds and Toughness.

RECOVERING FROM POISONS

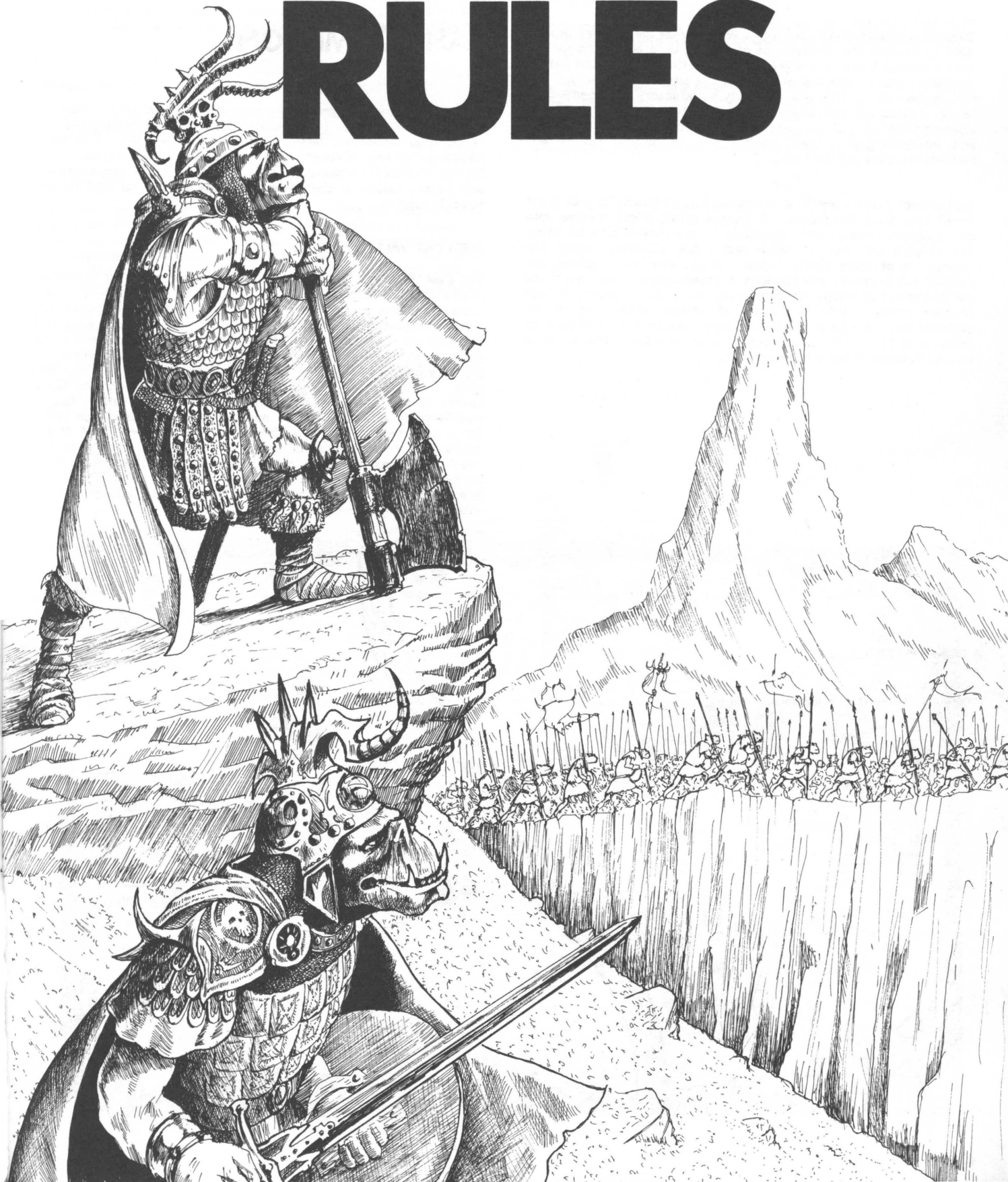
A model slain by poisons cannot recover. A model with more than half of his Toughness gone cannot recover during a game, although the GM may decide recovery is possible after the battle.

A model with half or more of his original Toughness left can recover at the rate of 1 point per turn. It is not necessary to rest, recovery is automatic.

EXOTIC POISONS

The poisons dealt with here cause death. This is a simple approach, best suited to a mass combat battle. However, GM's might like to bear in mind the use of other poisons described in more detail in the **Warhammer Role-Play**. These are more sophisticated toxins permitting various effects, including paralysis, unconsciousness and Will Power destruction.

EXPERT RULES



FIGHTING A CAMPAIGN

Once players have fought out a few Warhammer games they usually start to explore the possibilities of setting up a proper campaign. With a normal battle the objectives are defined by the GM before the game, and, at the end of the day, the situation is resolved one way or the other. This is a perfectly satisfactory arrangement as far as it goes, but how much better if each engagement is fought towards some overall purpose, relating directly to future battles and introducing a proper respect for harbouring forces and retreating troops off the table.

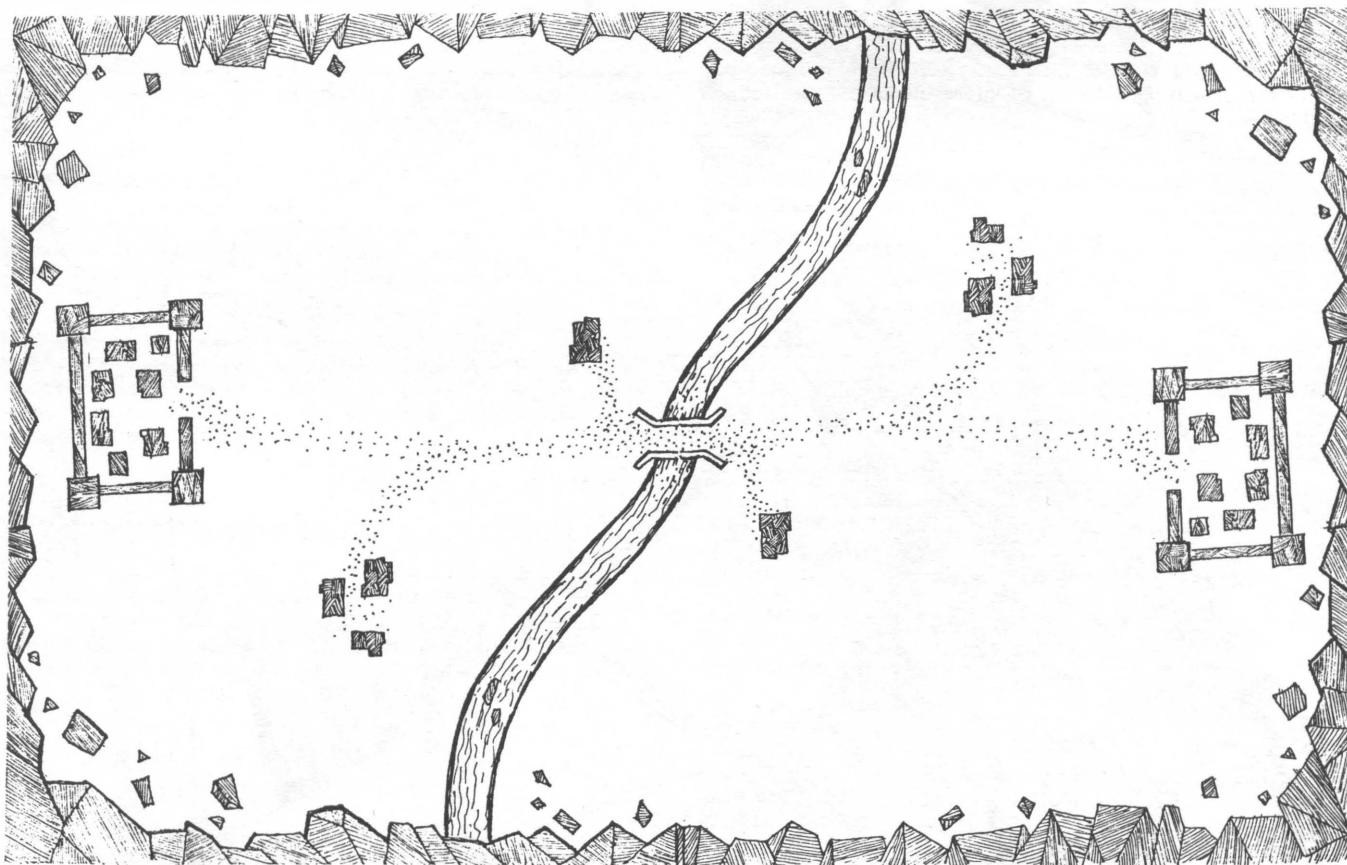
Warhammer players are an enterprising lot, and many go into great detail over their campaigns. A typical affair might involve upto half a dozen players, each responsible for the play of a racial army. The players are free to make and break alliances within the constraints of their racial types. Whole fantasy kingdoms are mapped out in detail, and counters representing armies moved and counter-moved as troops manoeuvre around strategic points, or high revenue areas. Once in control of certain areas players are awarded bonus points with which to buy more troops. The level of detail is up to the GM and players. At some future time we hope to publish some of our own campaigns.

BASIC CAMPAIGN

If you have never played in any sort of campaign before then you might like to consider the following idea. Most campaigns utilise maps, map movement being controlled by the GM. This basic campaign has only a very simple map, and provides players with a totally enclosed campaign world. No troop types are specified, only Points Values, so the game is flexible and can be used for any suitable models.

THE LOST VALLEY

The **Lost Valley** is situated high up in a vast range of encircling mountains. The only possible way in or out of the valley is by air, however, there are no aerial troop types available: making the valley completely isolated. At the north end of the valley is a fortified city belonging to the **Northerners**, at the South end of the valley is an identical fortified city belonging to the **Southerners**. In the very middle of the valley is a bridge across the river which runs west to east from a hidden source in the western mountains into a cavern in the east. In the southern half of the valley, spaced equidistantly between the city and the bridge are a village and a farm, both belong to the Southerners. The northern half of the valley is a mirror image of this. The sequence starting at the North end goes; northern city, northern village, northern farm, bridge, southern farm, southern village, southern city. The valley is so narrow that it is impossible to get past any village or farm without passing through it.



To begin the campaign give each player a fixed number of points to spend on troops. The examples for army renewal assume a starting figure of 1000 points, but you can adjust this if you like. The PVs available become the armies of the South and North. After each battle you will adjust the strengths of armies depending on casualties suffered and sometimes territory gained. It is assumed the vast majority of troops removed as casualties are not dead, but only lightly wounded, knocked out or scattered.

BATTLES

The objective of each side is to take the city of the other. The first battle is fought over the Bridge. The loser then retreats to his farm, and the second battle will take place there. From then on the loser is always pushed back onto the next battle site, and the armies may sway to-and-fro over the various sites during the course of the campaign.

WINNING BATTLES

Battles are fought until one side gives in, or until one side has no troops left capable of putting up a proper defense.

CASUALTIES

The winner regains 75% of the troops lost during the battle, either as a result of routs off the table or ordinary battlefield casualties. Characters may or may not be alive, as can be determined by using the **Characters as Casualties** section - see page 62. The loser regains all of his troops retreated off the field of battle, 50% of the troops who routed off the table and 50% of his other casualties.

RE-INFORCEMENTS

After every four battles a year is deemed to have passed, and further recruits may be placed in the army. For each of the battle sites in his possession a players gains the following PV value of troops.

CITY	500
VILLAGE	250
FARM	100
BRIDGE	50

It is recommended that the GM chooses the re-inforcements available.

If players are running short of troops they can mutually agree to wait until a full year is up, take the re-inforcements and then fight the next battle.

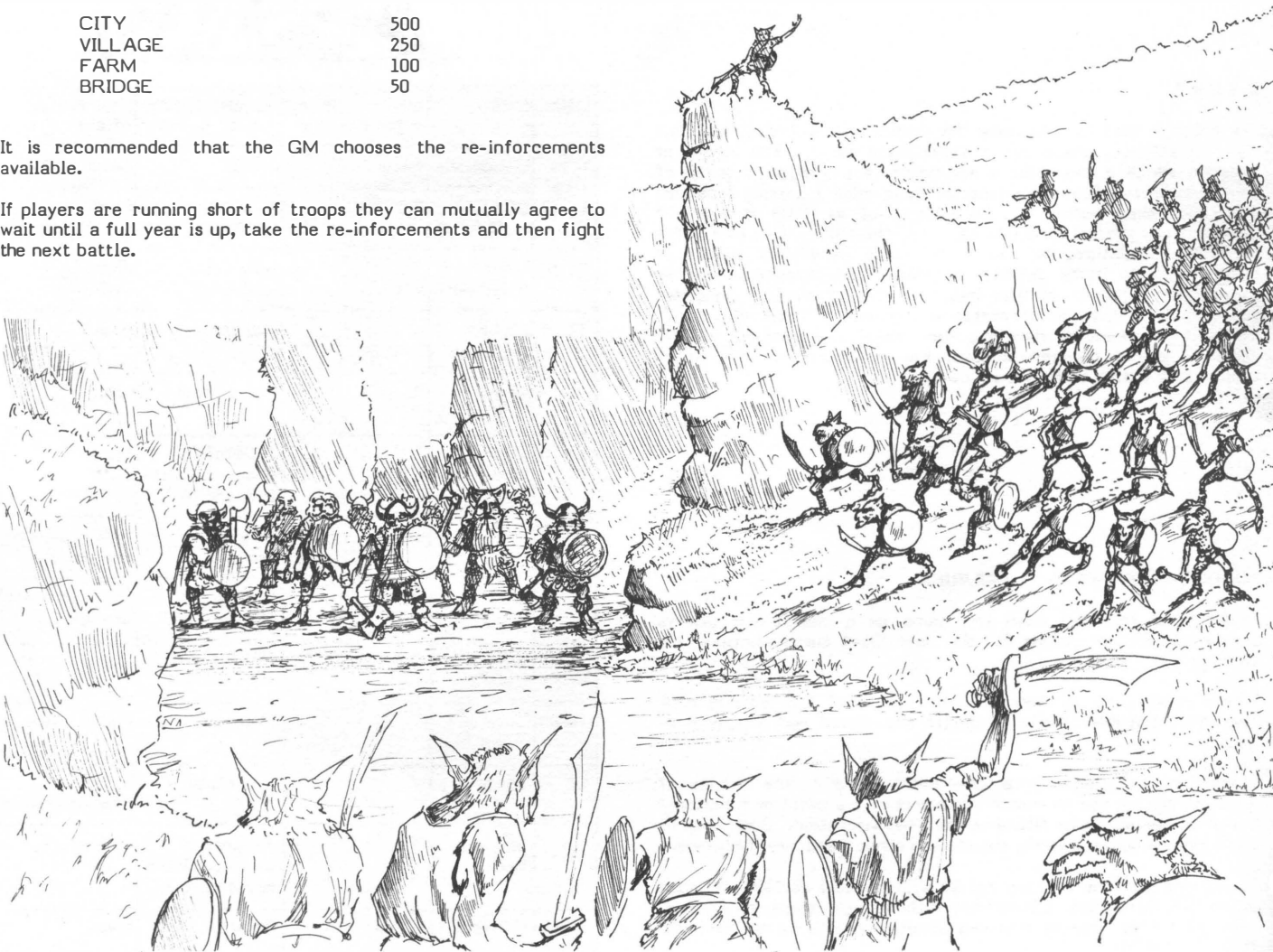
SETTING UP THE GAMES

The battle sites can be constructed using any suitable scenery. The Village and farm need comprise of only a few buildings, with outlying woodland, a few hills and whatever hedges or ditches the GM feels would be appropriate. Make a map of each area just in case you have to fight over it again.

The first battle takes place over the bridge, the GM can set up the scenery, placing a river through the centre of the board with the bridge in the middle. The bridge should be about a foot wide to permit a reasonable amount of movement. The river flows very fast, and so cannot be swum although it can be crossed by boat. Allow boats to be available as part of an army at a PV of 25, each can carry up to 6 human sized creatures.

The remaining games can be fought out at the GM's discretion, remember to try to ensure both sides stand a reasonable chance of victory.

The last game will be a seige fought over a city. The city can have a wall if you wish, but this is not essential. If the city is walled the besieger should be permitted the chance to build seige engines using local timber. By this time the players should be experienced enough to utilise the rules on buildings, engines and fires.



CHARACTERS AS CASUALTIES

CAMPAIGN HEROES

In a simple one-off battle the death of a character is of no real consequence, after all you can always create another character for your next game. However, if you are playing in a campaign your characters will be irreplaceable, and consequently very valuable. At the end of a campaign battle a certain percentage of normal troop casualties can be reclaimed as lightly wounded or scattered (see page 61). The same sort of thing applies to characters: a character who has been slain might simply have been knocked out, wounded very slightly or disabled in some way. The **Injury** chart below is used by the GM to determine the fate of a character lost in battle. Obviously on occasions the GM will have to use his common sense to modify the result, and he may feel that a character should have a lesser or greater chance of survival because of the manner of his death. It may be necessary to invent some sort of story to explain away a character's miraculous survival.

A character who sustains only partial damage during a campaign game, losing 1 wound out of a total of 4 for example, will fully recover for the next game, he does not have to throw on this chart.

INJURIES

The chart is used to determine the severity of an injury, and how this will effect a character in a campaign game. The length of time for which a character is non-combatant is given in terms of campaign battles (i.e. the character must miss 1 battle, 2 battles etc); each time period can be thought of as D100 days or D3 months if you prefer. The GM can alter the time scales to suit his particular adventure, or can devise some convenient means of healing injuries more quickly; wonder cures, miracles, healing springs etc. The chart also indicates the appropriate penalties which apply whilst the character is recovering, these will prove useful if you want to develop the role-playing element of the game. The last column indicates the permanent damage which applies both during and after recovery.

ADDITIONAL EFFECTS OF INJURIES

A character removed from the game as a casualty is always assumed to be unconscious for the next D6+4 turns whatever his injuries.

Severe injuries to an arm or leg imply that the limb is non-functional, possibly wholly or partly amputated and in any case useless.

Characters suffering severe arm injury have a 50% chance of retaining enough use to enable some sort of cosmetic or functional prosthetic device to be fitted at the GMs discretion. Such devices could include hooks, swords, shields and other weaponry if desired.

Characters with one leg may not be able to cross certain obstacles at the GMs discretion. Characters without legs cannot move at all - although they may be wheeled about, can ride horses and can travel in chariots.

Characters suffering a severe head injury have a 10% chance of suffering blindness in one eye (-2 Bs), and a 5% chance of suffering deafness in one ear (All Personal Characteristics reduced by -1). There is also a 1% chance of having both the sense of smell and taste effected, which may possibly effect the character's actions (for example a character with no sense of smell would be immune to **Nausea** caused by Troglydtes).

Characteristic losses resulting from injuries may never take a characteristic below 1.

When determining the effects on campaigning characters the GM must be prepared to juggle results in order to preserve the balance and integrity of the campaign itself. There is no point in having a vital character killed off if he is essential to the success of the game.



D100	Injury	Non-combatant time (Battles)	Penalty during non-com. time	Permanent effects
1-10	Concussion	None	None	None
11-20	Light Left Arm	1	May not use arm	None
21-30	Light Right Arm	1	May not use arm	None
31-35	Light Left Leg	1	Halve Move	None
36-40	Light Right Leg	1	Halve Move	None
41-50	Light Head	1	All profile characteristics reduced to 1.	None
51-60	Severe Left arm	2	May not use arm	May not use arm
61-70	Severe Right arm	2	May not use arm	May not use arm
71-75	Severe Left Leg	2	Halve Move	Halve Move
76-80	Severe Right Leg	2	Halve Move	Halve Move
81-85	Severe Head	2	Comatose	-1 on all characteristics
86-90	Severe Body	2	All profile characteristics reduced to 1.	-1 S and T
91-00	Critical	Dead	Dead	Dead

